Patrician II

Quest For Power

User Manual

Strategy First

ASCARON

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The Patrician and the Hanseatic League

The Hanseatic League was an organization founded in the middle of the 13th century to protect common interests in trade. It was initially a loose association of daring traders. However, if one wanted to be a successful trader in the waters of the North Sea and the Baltic Sea, it became increasingly important to be a member of this league, since it developed into a mighty economic organization over the years. At the height of its power, the Hanseatic League was far more than a mere bond of cities or traders: It held immense political power and could be considered an early predecessor of the European Community or, as one might say, one of the first true 'global players' in history – although contemporaries knew little more of this world than Europe and parts of Asia and Africa, while America and Australia were yet to be discovered.

Of course, not just anyone could join the Hanseatic League. Membership was usually reserved for the so-called patricians, a prosperous and self-confident social group that increasingly dominated the cities of the Holy Roman Empire, continually undermining the interests of an aristocracy that was still holding on to its privileges.

'Patrician II' throws you back into the exciting world of the past, where a new beginning is imminent. Protected by the Hanseatic League, the traders commute between Lubeck and London, Cologne and Bergen, Riga and Novgorod. You are a small trader with high ambitions, a shrewd businessman who wants to be successful, planning to build up your own empire. Trying to reach your goal, you must gather information, build dependencies in other Hanseatic towns, fulfil missions that do not always match your profession, and bribe as much as your funds allow. Nevertheless, it is not solely your own advantage that you seek but also the well-being of your home town. You strive for recognition and prestige, deal with minor affairs as well as serious politics, trying to leave your competitors behind; you fight nasty pirates and merciless emperors. In short, success will not come easily…
'Patrician II' is not merely a trading simulation, but also has – apart from the various aspects of construction – a whole lot of action to offer: real-time battles at sea, for instance, and city blockades (a quite rough, but, considering the time, rather common means to win one's way). The following pages will show you what else there is to do and what you must bear in mind as an aspiring patrician. Have fun!

The Manuals

This manual will inform you about the basic functions of 'Patrician II'. On the CD, you will also find a multimedia manual containing further information as well as speech regarding the historical background.

Technical Support

Should you experience a technical problem concerning the operation of this product, please contact our technical support staff. Before you call, please read the README.TXT file on the EUROPA UNIVERSALIS CD to see any last minute recommendations pertinent to your problem. Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available :

• Computer make and model • Windows version • Total system RAM
• Total Hard Drive space • Video card make and model

Phone#:(514) 844-2433, Mon.-Fri. 10am-5pm EST
Fax#: (514) 844-4337, Attn: Support
Internet e-mail: support@strategyfirst.com
Strategy First Web Site: http://www.strategyfirst.com

Patrician II official web site:
http://www.ascaron.com

The Installation and its Requirements

To play 'Patrician II', you need at least a Pentium II class system with a clock speed of 233 MHz, 32 MB RAM, Windows 95/98/2000/ME, DirectX 7 (included with the game), a quad speed CDROM drive, a video card with at least 4 MB video RAM and a DirectX compliant soundcard. A Pentium II 450 MHz (or faster) and at least 64 MB RAM are recommended. For faster rendering and better special effects we furthermore recommend a 3D video card with 16 MB of video RAM (Direct3D).

To install the game, first boot up your computer. Then insert the 'Patrician II' CD into your CDROM drive. Setup should start automatically. If you have disabled the autostart feature, please run setup manually from the CD. Then follow the on-screen instructions.

Important: 'Patrician II' requires DirectX 7, but if it has previously been installed (or if you have a newer version of it), you may skip that part of the installation.

After the program has been installed successfully, the 'Patrician II' video card setup application will be started in order to determine the supported resolutions. You can execute this program manually should this be required (e.g. if you've installed a new video card).

A Quick Start for the Impatient

This section is for those who want to get started quickly, without thorough study of this entire manual. Nevertheless, you should not immediately begin with a single player game. We advise you to begin with the tutorial, which will guide you through the vital parts of the user interface and the various aspects of the game. Afterwards, you can explore the game's more advanced features by yourself in either a single player game, a campaign, or a multiplayer game – and perhaps read through the subsequent sections of this manual at a later time.

Starting the tutorial

After you have started 'Patrician II' and enjoyed the opening sequence, you proceed automatically to the main menu. Prior to starting the tutorial, you might want to have a look at the options. You do not need to change any options to play, but you might still want to tweak one or two settings. The options screen can be reached at any time from within the game. A detailed description of the options can be found in chapter 6.

Note:
For the tutorial, a resolution of 1024 x 768 should be selected in the options.

Launch the tutorial by clicking on the button labeled 'Tutorial'. You will learn about the interface step by step and are introduced to the game's main features.

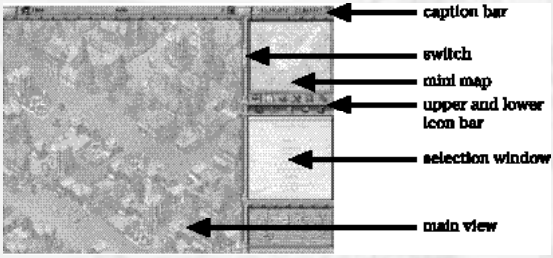
Starting a Single Game

From the main menu, select 'Single Game'. The following screen will allow you to enter your name. All the other options are irrelevant at this time, but do keep Lubeck as your hometown.

Playing the Game

Playing the game is quite simple: You click on an object to either retrieve information about it or to perform some kind of action with it. The objects in question are ships, buildings, citizens, or icons/buttons.

The Structure of the Screen

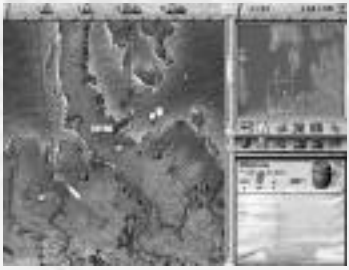


The Different Views

The City

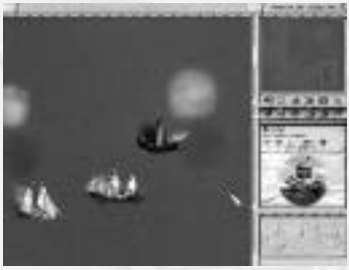
This is the view in which the game begins. You can get a view like this of any city in which you own buildings or ships. To enter a city's view, simply click on the city using the left mouse button on the sea chart (see below). To leave a city, click on the icon for 'leave town' in the upper icon bar.

The Sea Chart



Whenever you leave a city, you get to the sea chart, which shows the whole area that is important to the Hanseatic League. All your ships are also shown, allowing you to trace or alter their paths.

The Sea Area



When you engage in a sea battle, either because you're attacked by pirates or because you are the attacker and thus act as a pirate, the game will change to this view. At the end of a battle, it will return to the map view.

Forwarding

In the upper icon bar, there is an icon labeled 'Forward'. It allows you to accelerate the game. Time passes more quickly while the specific view will show you what is happening. As soon as a ship docks or some other important event occurs, the forward mode ends. You can also end it manually by clicking the left mouse button.

The Mini Map

Depending on your current main view, the mini map will show you a scaled-down version of either the city area or the sea chart. The rectangular frame designates the area that presently fills your main view.

Additional Functions:

- Left clicking anywhere on the mini map will display the region you selected in the main view.
- If the sea chart is shown in the mini map window, use the right mouse button to send the selected ship to the city you specify.
- While you are in a city, the 'switch' allows you to change from the city map to the sea chart and vice versa, allowing you to trade in the city and to manage the paths of your ships at the same time.

Symbols

Using the symbols on the mini map, you can determine the locations of your ships. The cities in which you act as a trader are also marked.

Symbol	Meaning
square (blue, white, red, black)	ships (yours, traders', players', pirates')
red diamond	city
blue diamond	city in which you are present as a trader
framed diamond	city you are currently viewing

- slowly flashing squares mark the ships you have selected.
- quickly flashing symbols indicate that an important event has occurred, such as the arrival of one of your ships at a port or a ship that is currently threatened by a storm.

Controls

You can control everything in 'Patrician II' using the mouse. The left mouse button selects while the right mouse buttons moves your ships to the specified locations.

Left Mouse Button

You can select objects in the main view using the left mouse button. Usually, a menu will then pop up or information about the object will be displayed. Clicking on an empty space will deselect the object.

Left click on…	Action
your own ship	select the ship
someone else's ship	display information about the ship (not always accurate)
a position in the sea and then dragging the mouse pointer over several ships belonging to you	select several ships
your convoy in the city view	select the convoy. Another click on a ship in the convoy will select the ship and display its load.
your own ships while pressing Ctrl	select several ships
a building with which interaction is possible	enter the building
a business or a dwelling	display information
citizens	inquire about their opinions

Right Mouse Button

Press the right mouse button to perform an action on the ship you previously selected. The following table lists all possible interactions:

Right click on...	Action
any position in the sea or a river	the ship will move to that position and wait there
a city on the mini map	the ship will move to that city and dock there
a city on the sea chart	a)the ship will move to that city and dock there b) if the ship is already docking there, the trading window will be opened
an enemy ship during a sea battle	the enemy ship will be attacked automatically
a convoy	the selected ship is added to the convoy

Further uses of the right mouse button:

- It can be used to close windows. Whenever a window pops up in the main view (e.g. if you receive a message), you can close it by pressing the right mouse button. If it cannot be closed, you must first perform an important action in that window.
- If you have a trading office in a city, you can open that city's trading window by right clicking on the city in the sea map view or the mini map.

Scrolling the main view using the mouse and the arrow keys

The main view can be scrolled by either moving the mouse to the boundaries of the screen or by using the arrow keys.

The Trading Window

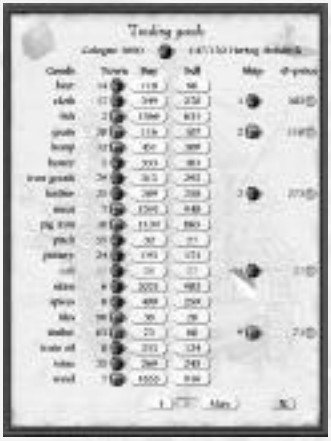
Trading with the selected ship

When a ship (or a convoy) has been selected that is currently at anchor in a city, the trading window can be opened. If you are in the city view, this is done by left clicking on the port crane; if you are in the sea chart view, right click on the city.

By default, trade between your ship and the city is selected. If you have a trading office in the city, you have the following options:

- trade between your ship and the city (default)
- transportation of goods between your ship and your trading office
- trade between your trading office and the city
- transportation of weapons between your ship and the trading office

Trading via your trading office



If you own a trading office in a certain city and no ship is selected, left clicking on the port crane in the city view will open the trading window, allowing you to trade goods between your office and the city only.

To transfer goods from your office to a ship, you must first select the ship (see above).

The trading window not only lists all the merchandise, but also the availability of the goods in the city (in barrels or bushels), the amount you have in your office or your ship, and the prices for purchase and sales. Note that the purchase price of a certain commodity is always higher than the sales price of that same commodity. To buy or sell a commodity, simply click on the corresponding price.

Prices – Supply and Demand

The principle will sound familiar: supply and demand determine the price! The more a commodity is needed in a certain city, the more the city will pay for it. And you will have to pay even more if you buy up rare goods.
This results in the following:

1. Whenever you sell a commodity to a city, its price will begin to drop, because with every unit you sell, the demand is lessened.
2. Whenever you buy a commodity, its price will rise, because the supplies in the city are reduced.

The Numbers Game

At the bottom of the window, you can select the number of units you would like to trade in one go: either one, five or as much as possible (max). You will notice that selecting different numbers has an impact on the price. For instance, when you switch from one to five, you will see that the purchase price rises and the sales price drops.
This may seem illogical at first, but there is a simple explanation: If you want to buy or sell five barrels or bushels of a certain commodity, it makes no difference whether you buy them one at a time or all at once. You will pay or receive the same amount of money. But if you choose to

trade more than one unit at a time, the price displayed already includes the aforementioned price increment/decrement. The price that is indicated is consequently an average price.

Mass Units

In 'Patrician II', there are two different mass units, bushels and barrels, where one bushel equals ten barrels. A 15-bushel-Snaikka will therefore accommodate 15 bushels or 150 barrels.

Weapons

Weapons are also transferred to and from your ships using the trading window.

Trading using the mini map

You can also trade via the mini sea map. First select a ship that is currently in the port of a city (either using the ship list or the button in the caption bar). Then right click on the city. The trading window will now open. The advantage of this method is that you can trade from anywhere in this manner; you don't have to 'enter' the city to trade.

A little Advice

Buy cheap, sell expensive! Now you might say, how am I to know which price is good and which is not? Well, to find out, there is some guidance in the trading window:

1. Only buy goods when the sales price and the purchase price are very close to one another (a 10% margin, for example), because in that case, there are sufficient supplies in the city and the price should be reasonable. The scarcer a commodity becomes, the more the two prices will differ.
2. Obviously, never sell any goods at a price below the average price you paid for them, which is displayed at the very right of the window.

One more hint:

It is best to buy goods from cities where they are being produced. Conversely, you are advised to sell goods in cities where they are not being produced.

The Formalities: The Main Menu and its Options

Before you set sail, there are some fundamental decisions to make. No big deal for an old seadog, but such formalities must be dealt with.

The Tutorial

The tutorial will gradually make you familiar with the complex world of 'Patrician II'. In five chapters, you get to know everything you need to know about trade, battles, and the construction of buildings. Before each mission, you see a brief summary of the tasks you are to fulfil.
A small window at the bottom of the screen (as well as dialogue) will continue to inform you about your next task.

The Campaigns

A campaign is a series of missions that must be completed consecutively. While the single player game can be configured freely, you cannot simply make adjustments to the game settings here, for the initial circumstances and the winning conditions are largely predetermined. To successfully complete a campaign, it is necessary to fulfil certain missions or to reach a particular goal.

The Single Game

The single player game is the main game mode of 'Patrician II' and is in no way less attractive than the campaign mode. Here, too, you are faced with a dynamic world in which a variety of unexpected events can occur.
So if you prefer to make your way on your own – without predefined conditions and goals - the 'Single Game' should be your choice. As soon as you choose this option, you will be able to 'tweak' your game's settings to your liking.

Name, Address…

This field could be considered as the municipal office of the game. This is where you choose your name, your gender and your home town (12 Hanseatic towns are at your disposal). Moreover, you choose the year in which the adventure begins…

Adjusting the Level of Difficulty

Here you can choose the level of difficulty. There are five options: small shopkeeper, trader, merchant, councillor and patrician. Alternatively, you can design your very own level of difficulty by editing the 'Details'.

When you choose one of the five aforementioned levels of difficulty, this naturally has an impact on your starting circumstances, which include the number of ships you initially own, your capital, and the ease with which you gain authority from the citizens. The 'intermediate' difficulty level is 'merchant'. If you're entering the world of the Hanseatic League for the very first time, it is probably best to pick 'small shopkeeper'; you are less likely to be threatened by pirates, and the royals will be more easy-tempered and will thus refrain from early sieges. But if you're a daring seadog who isn't afraid of tough challenges, try your best as a 'patrician'.

The individualists among you are free to create their own level of difficulty by adjusting the parameters.

Concerning trade, you set the margin for price differences in the various cities and your maximum profit margin (the higher the level of difficulty, the lower they will be). 'Recognition' and 'Needs' determine how difficult it will be to satisfy the citizens and how hard it will be to be respected by them.

The parameter 'sea battles' determines the computer's intelligence in sea battles, i.e. whether it manoeuvres with skill or is prone to making mistakes.

Using the menu item 'pirates activity', you decide how many pirates threaten the sea. 'Activity of the royal house' determines how envious the royals will be of flourishing cities, as well as the size of their besieging armies.

Moreover, you can decide on your initial wealth and the number of ships you begin with.

Once you have made adjustments to your settings, return to the 'Game Settings' screen by selecting 'OK'. The game will now display the difficulty level that is closest to your settings.

The Objective Conditions

You decide when the game is over! You decide what position you must attain to win the game and how much time you have to do so. Six objectives are possible:

None You can start playing and persuade a self defined goal.

Councillor The player who is elected councillor of his home town first wins the game. All players (including computer players) are bound to the same objective. Before the game begins, you will receive a message informing you about your competitors. You may specify a period of time in which the objective is to be reached.

Mayor Similar to 'Councillor', except you have to be elected mayor.

Alderman The most difficult objective. The player who is elected Alderman, president of the Hanseatic League, wins the game. In contrast to historical facts, this does not necessarily have to be the mayor of Lubeck.

Capital balance Your wealth will decide victory or defeat. Apart from your money, this also includes the value of your ships, your stock, and your buildings. The player who has acquired the most capital after a certain time wins the game.

Score balance The player who has collected the most points wins the game. This includes your possessions, the respect you have earned, and all actions you have taken to raise your standing.

As soon as you reach the goal you've set for yourself, the game ends. It also ends when the time elapses without a winner, or if a competitor arrives at his goal before you do. In any case, you will be asked if you would nonetheless like to continue the game.

City Production

You can choose between 'realistic' and 'random' ('incidental') . If you select 'realistic', the cities' production will match the geographic circumstances and correspond to historical facts. 'Random' will result in unpredictable production, distributing the goods randomly.

Adjusting the Game Speed

'Patrician II' is a real-time game. Nevertheless, there are means of slowing down or accelerating the flow of events. There are six different speeds for you to choose from: slow motion, very slow, slow, normal (default), quick and very quick. The game speed can also be adjusted during the

game (using the options menu), which can be required if, for example, you have lots of ships to manage. The 'slow motion' mode can be switched on and off by pressing 'Pause' on the keyboard.

Multiplayer

If you have a couple of friends around and would like to compete with human players, this is the game mode to choose. (see 'Multiplayer Mode' for further information)

Load Game

Of course a previously saved game can be loaded to resume an interrupted session. Select this option to open the 'Load Game' screen. Now, select the type of game you would like to load – a single player game, a tutorial, or a campaign. All games of that type will be listed. Use your mouse to select a game. To load the game, click 'Load'. You are now returned to your Hanseatic town. In case you have changed your mind and do not want to load a game, click 'Back' ('Backwards' / 'Abort') to return to the main menu.

Options

The options menu provides numerous settings for you to adjust the graphical appearance of the game, sound options, and the game speed.

resolution	choose from 800x600, 1024x768 and 1280x1024 pixels
color depth	16 bit (high color) or 32 bit (true color)
detail level	either 'normal' or 'high'. Bear in mind that a high level of detail will slow down game performance, as it requires more system resources.
volume: music, sound, video	adjust the volume as appropriate
event videos on/off	For every special event, there is a video sequence. If you would like to see the videos, enable this option by checking the box.
tool-tips on/off	The tool-tips will give you some advice in difficult situations.
game speed	The game speed determines at what pace time passes in the game. The 'normal' setting means that one day lasts 60 seconds, 'quick' reduces that time to 30 seconds, and a 'very quick' day lasts 20 seconds.

Click 'OK' to save the changes you have made. To leave the options menu without saving the changes, choose 'Cancel' ('Abort').

Credits

The usual suspects…

Exit

From time to time, there will be situations when a patrician must leave the world of the Hanseatic League. Work, school, studies – what a cruel world this is!

Game Controls

First of all, note one thing: Everything can be controlled by using the mouse only, so you may put aside your keyboard while you're playing 'Patrician II'. In general, the left mouse button selects, while the right mouse button is used to control selected ships. For those of you who like to use keyboard shortcuts, refer to the appendix.

When the game starts, the main game screen is displayed. This is where all the events take place: ships and buildings are selected, buildings are constructed, crew members and workers are hired or fired, ships are loaded with expensive commodities, ships are sent on a voyage or to the bottom of the sea – to name just some of the things that lie ahead of you.

The game has three different main views: the city view, the sea chart view, and the sea area view. You can switch between the sea chart view and the city view at any time, while the sea area view is only used during sea battles. No matter which view you are currently using, the sea chart view or the city view, the game screen will always consist of five parts: the caption bar, the main view, the mini map, the selection window, two icon bars and the switch (used to change between the views). (also see chapter 5 'A Quick Start for the Impatient')

The City View

Do take a close look at your home town – the people who live there, the lively events in its many alleys, the frenzied port area, the beautiful houses of the patricians, but also the building estate, the unused terrain. If you want to succeed, you must know your home town well – and fight for a high position…

Later in the game, you'll be looking at many cities, because every city in which you own a trading office or have one of your ships docked can be entered by clicking on it in the sea chart view.

The Caption Bar

The man to the very left will gladly inform you about the current population of the city you are in. Left click on the icon to open a window indicating how the population is structured as far as the three demographic strata are concerned. Moreover, the number of beggars and the happiness of each group is displayed.

If you own several ships and trade all over northern Europe, you can sometimes lose your orientation. Therefore, the city's name is also displayed in the caption bar.

Get an overview of your buildings. One click of the mouse and all buildings that do not belong to you and cannot be interacted with will be faded out or displayed as transparent in the main view.

The number next to the pile of gold pieces indicates the total cash you currently have at your disposal. Click on the icon to display general company information. Statistics on traders and cities are also available from this window.

If you click on the icon next to the date display, the chronicle of the game is displayed, listing all public news regarding cities and traders.

The Main View

This is where all the action takes place, whether you trade goods, make deals with your competitors, or get elected mayor. Just scroll through the city using the arrow keys or by moving the mouse pointer to the boundaries of the screen.

If you click on the various buildings in town, you will notice that you can interact with many of them. Some buildings will display information about them while others can be entered – in this case a new window opens in the main display and all possible actions you can take are listed in the selection window to the right. The actions you may take depend on the type of building: For example, your trading office will allow you to go about your business, the tavern is the place to hire new crew members, and the port crane allows you to trade and transfer goods between your ships, your office, and the city. To leave a building, click on the 'x' to the lower right of the newly opened window or simply click the right mouse button. For detailed information about the types of buildings and the people you are likely to meet there, see chapters 9 and 10.

The Mini Map

The mini map gives you a good overview of the city you are currently viewing, or a scaled-down view of the entire sea chart. The frame designates the area you are currently viewing in the main display. To center an area in the main view, simply click on that specific area in the mini map.
The mini map is color-coded, so that you can immediately identify buildings that belong to you. They are marked blue, while buildings belonging to the city appear grey; computer traders' buildings are grey and buildings of other human players are red. These colors also apply to the ships.

The upper Icon Bar

Between the mini map and the selection window, there is an icon bar with the following functions:

This menu item gives you an overview of your fleet. The window lists all your ships, their names, type, and current status (at sea, under repair, at anchor, etc.). To the lower right, there is a button that allows you to switch between viewing the ship's current load status and its crew and weapon status. If you would like to immediately select and locate one of your ships, click on the arrow next to the ship's name. The main view and the mini map will then change to the appropriate view and show you the ship's position.

If you click on the 'forward' button, time will pass very quickly. The main view will change to the sea chart view while your ships sail in fast motion – a handy feature for time-consuming sea voyages. Almost instantly, your ship will reach the destination harbor. The forward mode ends automatically as soon as an important event occurs. You can end it manually by clicking anywhere in the main display.

This icon opens the news menu in the lower icon bar (see below) and displays the latest message you received. Repeated clicking displays your unread messages one after the other. When you receive new messages, the icon will briefly light up. You can study all your messages using the menu in the lower icon bar. But bear in mind that this is the Middle Ages. You will receive messages with a certain delay, so the information you receive might not always be accurate – except for messages regarding the situation of your businesses.

The construction menu – it will open in the lower icon bar – is of high importance to any patrician. It allows you to build roads, manufacturing works, and various kinds of other buildings. Read more about construction in chapter 10.

This icon allows you to change to the sea chart. Click on it to return to the city.

The options menu behind this icon differs only slightly from the one in the main menu, as it offers some additional functionality ('save game', 'load game' and 'end game').

The News Menu

Here you will find all the highly important letters that the authorities have sent to you, letters that you'd better not ignore. This includes overdue notices, court orders, seizures, and tax assessments. Such bad news always reaches you immediately. Some things never change…

This is where your personal news is listed, i.e. news about trade, businesses, and ships. You will be informed when your ships or buildings are completed, how an automatic sea battle ended, etc. Simply click on any message to read more.

Some of the news in this folder will be written in handwriting, which tells you that this is a personal letter that only you are to receive. Such private letters will reach you without a delay.

Here you can browse current trade information.

Successful traders need to organize their letters well. This menu allows you to configure how long certain news or letters will be saved and whether you should be notified by a sound when you receive them.

Get rid of superfluous and outdated messages. If you want to delete a message, first click on the message in question and then click on this icon. Alternatively, press the 'Del' key.

The Construction Menu

Aside from your ship, the trading office is perhaps your most important tool to aid you in your quest for social ascent (not counting your wits, of course). You need to have a trading office in a city before you can construct other buildings. Also, you can only trade with a city in which you don't have one of your ships docked if you own a trading office there. The trading office is the place where all the goods you buy or sell are stored (provided that you don't trade directly with your ship). Moreover, all personal information regarding a particular city, e.g. your wife's popularity, is gathered in your trading office. Therefore, you should do your best to build trading offices in as many Hanseatic towns as you can.

Here you have the option to build roads, merchant's houses, gabled houses, half timbered houses, wells, and hospitals. Once you have decided what you want to build, you receive further information on the costs, the build time, the material requirements, how much of each material you already have in stock, and what materials you will have to buy.

Using the 'raw materials' button you can manage all your buildings that produce raw materials, such as the fisherman's house, the corn farm, the cattle farm, the sawmill, and the hemp farm. Just select one of these building types to display information about the construction costs and time.

Here you will find a list of all businesses that process raw materials to produce more refined products. Provided that you have all the necessary resources, you can build all of these buildings, which include the workshop, the salt maker, the brickworks, the forge, etc. Again, to get further details, click on the type of business.

The construction of city walls and watchtowers is reserved for the municipality. Therefore, this menu will not be accessible until you are elected mayor of the town.

The Ship Menu

This menu is displayed as soon as you select one of your ships.

This icon will give you an overview of the goods you have aboard the ship.

Your ship's crew is shown upon selection of this menu item.

Selecting this icon will show you the deck of your ship and the weaponry you are currently using.

If you want to form a convoy, press this button once you have selected all the ships that are to be part of it.

To disband an existing convoy, press this button when the convoy is selected.

Automatic trade allows you to assign a certain trade route to your ships. When your ships reach the last station of the route, they will start from the beginning while you receive a message regarding the balance of the last tour. For additional information on automatic trading, refer to chapter 8.

The Statistics Menu

Open the statistics menu – it will appear in the lower icon bar – using the gold pieces icon in the caption bar.

(blue button) The business report provides a general overview as well as information on your wealth, your ships, and your production.

(red button) If you would like to find out how the competition is doing, inform yourself about their wealth, their capacities, and their popularity.

This menu item displays the city data: population figures, the supply of needs, the quality of life, the balance of trade, production, and supplies.

With this feature, you can compare the figures of several cities.

The Options Menu

Save Game Click here if you want to save your game. Then, enter a description on the following screen and choose 'Save'. If you change your mind, click 'Back' to return to the main menu.

Load Game The screen you will see is identical to the one you already know from the main menu: First choose the game type, then select one of the savegames and choose 'Load Game'.

End Game Click here to return to the main menu.

The Selection Window

The selection window usually displays information about the object that is currently selected in the main display, e.g. descriptions of ships, convoys, units, or buildings. If further information is available, this window can also serve as a menu.

If you have selected a building that can be entered, the selection window will list the possible interactions. Simply choose one of the actions by using the left mouse button or close the list by right clicking.

A little advice: Time will not stand still while you're busy viewing statistics or taking actions in the selection window. So don't waste your valuable time!

The Sea Chart

A serious trader should always be aware of the location of his goods and should recognise the places where great deals can be made. With the aid of the two sea charts (main display and mini map), you can do both. The sea chart provides an excellent overview of northern Europe, the sphere of influence of the Hanseatic League. Using the switch to the left of the mini map, you can change the mini map view from the city view to the sea chart view and vice versa. Once you have the sea chart in your mini map view, selecting any region of it by using the left mouse button opens the sea chart view in the main display as well.

The Caption Bar

In sea chart mode, four new icons appear in the caption bar:

This shows the number of ships that are presently at anchor in different cities. If you left click on the icon, one of the ships will be selected and the main view will be centered on it. As usual, ship information is displayed in the selection window. If you repeatedly click on the icon, the other ships at anchor will be selected one after the other.

Note:
Ships that are part of convoys will not be selected.

Displays the number of ships at sea. Selection is done in the same way as above.

Tells you the number of convoys at anchor and allows you to select them (as above).

Shows you how many of your convoys are at sea and allows you to select them (as above).

As soon as you click on one of these icons and your ship appears, a new menu will open in the lower icon bar. For more information, see chapter 8.

The Main Display

Even experienced seadogs require good nautical charts! The main display shows a sea chart of northern Europe, with all the cities relevant to a member of the Hanseatic League. The chart can be scrolled by using the arrow keys or by moving the mouse pointer to the boundaries of the screen. To quickly move from one position to another, use the mini map and click on the desired position to center on it.

From the sea chart, you can enter any city in which you either own a trading office or have one of your ships at anchor by clicking on the city, i.e. the respective button. Both views will then change accordingly. If you cannot enter a city, you will merely receive general information about the city when you click on it.

The sea chart view also contains a number of symbols next to the cities' names. These symbols stand for a certain status in the city, e.g. a shortage of beer. To get an explanation, simply move the mouse pointer over the symbol.

You will come across the following symbols:

Whenever you see this symbol you better have lots of food on board. It stands for famine.

If you stumble upon this symbol, you might want to avoid entering the city. There is an epidemic.

A fire broke out in the city.

Beer is scarce in this city. You will find a list of all the other commodity symbols – all commodities can be in short supply – in the appendix.

The city is under siege. Most probably, the entrance to the port is inaccessible. Don't expect to find a peaceful port here.

A convoy is waiting for permission to leave the port. The color of the icon indicates who the convoy belongs to. If it's blue, it's yours; if it's red, it belongs to one of your fellow players; and if it's white, it's the computer's.

Alarm! Pirates are terrorizing these waters. Play it safe and stay away from this town – or dig out your grappling hooks and prepare your cannons!

One glance at the map is enough to see whether you have any ships docked in the city, and if you have, you will also see how many.

The red buttons represent cities.

Your home town is shown as a blue button.

Cities in which you own a trading office are displayed as red buttons with a blue dot in the middle.

The Mini Map

The mini map shows a scaled-down version of the entire sea chart. Again, the rectangular frame shows you which part of the sea chart is presently shown in the main view. Your home town (and any cities in which your ships are docked) are displayed as blue diamonds, whereas the other Hanseatic towns appear red. Your ships and convoys are shown as blue squares, which will flash slowly when selected. Other ships or convoys are red squares, except for pirates, which appear black. If you see any pirate ships beforehand, you might want to avoid a confrontation and sail around them. In multiplayer mode, your friends' ships will appear red.

The mini map simplifies navigation: Click anywhere on the mini map or simply keep the left mouse button pressed while you move across the mini map to center the main view on the spot specified by the mouse pointer. Quickly flashing spots on the mini map always point to important events, such as pirate attacks, incoming ships, storms, etc. To examine these events, click on the flashing part of the mini map and then use the main view to obtain information.

Controlling Ships

Use the mini map to quickly send your ships to different locations. Simply select one of your ships (using the sea chart, the ship list, or the city view) and then right click on a city in the mini map. The white line that appears in the main view (if you're using the sea map view) is the route your ship is going to take. But the destination need not necessarily be a port – send your ships anywhere you please.

The Selection Window

In sea chart mode, the selection window is mainly of importance when selecting ships. Read the next chapter to learn all you need to know about dealing with ships – no matter who they belong to.

The Icon Bar

The upper icon bar remains the same. Logically, the construction menu and the 'leave city' option are disabled.

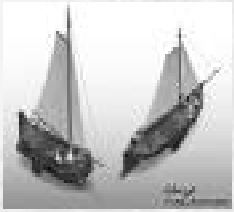
Ships, Convoys, and Expeditions

Ships guarantee a patrician's well-being. Therefore, it is especially important to treat them well and to protect them. Those who fail to build up an effective fleet will soon have to bear the consequences. After all, traders without ships are like pirates without grappling hooks.

Types of Ships

There are four different types of ships in the game: the fairly small but very manoeuvrable snaikka, the crayer, the renowned cog, and the hulk, a massive three-master. The cog and the hulk can only be used on the high seas; they're a little slow but offer very large capacities and can accommodate more weapons, whereas the snaikka and the crayer are rather fast and can also reach the cities in the inland area. In the beginning, a cheap snaikka will be sufficient, as the bigger ships only make sense if you have the funds to use their capacities. The cog and the hulk are not only quite expensive to acquire but will also result in high running costs. While a snaikka requires a minimum crew of four men, a hulk requires three times as many sailors.

Snaikka

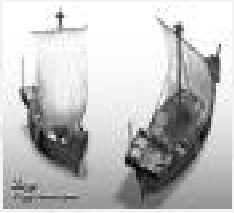


capacity:	15-20
weapon slots small/large	
level 0:	0/0
level 2:	4/2
speed (knots):	5,5
no. of masts:	1
manoeuvrability:	100%
minimum crew:	4
maximum crew:	20

Crayer

capacity:	28-35
weapon slots small/large	
level 0:	0/0
level 2:	2/4
speed (knots):	6
no. of masts:	2
manoeuvrability:	95%
minimum crew:	8
maximum crew:	35

Cog



capacity:	45-55
weapon slots small/large	
level 0:	0/4
level 2:	2/8
speed (knots):	4.5
no. of masts:	1
manoeuvrability:	90%
minimum crew:	10
maximum crew:	55

Hulk

capacity:	55-70
weapon slots small/large	
level 0:	0/6
level 2:	0/12
speed (knots):	5
no. of masts:	3
manoeuvrability:	85%
minimum crew:	12
maximum crew:	70

Note:

- One large weapon slot has room for two small weapons. At the shipyard, every ship can be extended twice to accommodate more weapons at the expense of storage space.
- The given speeds apply to empty ships. Fully loaded ships are approximately 15% slower.

Selecting Ships

Ships can be selected in several different ways.
You already know how to select ships by using the ship list and the caption bar of the sea chart view. These ways of selection are especially useful when you don't know where your ships are.

You can also select ships at any time by simply clicking on them – either in the city view or the sea chart view.

Once you have selected one of your ships, the selection window will display the following information: the ship's name, its type, its destination (or the port it is in), its traveling speed, the estimated duration of the current voyage, the total load and all the goods, the free capacities as well as data concerning your crew, the weapons you have aboard, and the ship's condition.

If you have selected a ship belonging to one of your competitors, you receive very little information: the ship's name, its owner and his rank, and estimated figures on the ship's speed, condition, crew, load and weaponry.

Selecting Several Ships

You can select several ships at once by first clicking next to one of the ships and then keeping the left mouse button pressed while you move the mouse (thereby enlarging the frame that is now displayed) over the ships you want to select. A second way of doing this: Press Ctrl while you select all the ships one by one. After that, you could, for example, send all the selected ships to a single destination by using the sea chart and right clicking on a city. To deselect the ships, click on an empty space in the background graphics or select a different object.

When you select more than one ship, the selection window will display a list of all the ships you selected. If you move the mouse over one of the ships in the selection window, you will receive information about that ship. You can select one of the ships by clicking on it in the selection window.

The Deck

If you have selected a single ship, you can view its deck by clicking on the corresponding button in the icon bar. Here you have access to the weapon configuration. Moreover, you can prepare for your career as a pirate by clicking on the flag icon to raise the Jolly Roger; but this only works when there are no other ships in sight, for this is to be done secretly. After all, you've got to maintain your reputation as an honorable businessman. The pirate symbol next to the ship's name will remind you that the Jolly Roger is raised, so don't forget to lower it in time.

Additionally, the deck offers features that will only be activated during sea battles. To learn more about them, read chapter 12.

The Crew Menu

This menu appears as soon as you select a ship and click on the crew icon in the icon bar. This is where you inform yourself about the crew's morale, the weekly pay, the number of swords your sailors are equipped with, and the name and age of your captain, as well as his skills (see 'The Captain' later on). Moreover, you can make first preparations for your life as a pirate in the crew menu.

Hiring and Firing Sailors

Before you decide to weigh anchor, you should take care of your crew and make sure you have enough sailors aboard. In case there are too few, your ship will fail to move and the ship's name will appear red in the ship list. Just select your ship to find out if your crew is ready to go. If you need more sailors, stop by at the tavern (see also 'The Tavern' in chapter 10), for this is the place to meet unemployed sailors.

If you are experiencing financial problems, you might want to sack your crew: In the selection window, press the '+' and '-' buttons to choose the number you want and then select 'Dismiss sailors'. Of course you can only dismiss your sailors when your ship is in a port.

But do not proceed too light-heartedly and fire your sailors as you please, because if you keep firing members of your crew, the remaining people will begin to lose faith in you. And what's even worse is that the sailors you fired will spread the news quickly and it will become harder and harder for you to find people who want to work for you. Captains will be particularly expensive to hire under such circumstances. And it will take some time for you to regain your reputation as a dependable employer.

The Crew's Morale

Firing sailors not only reduces their faith in you but also has a negative impact on the morale aboard the ship. The crew's morale is displayed on a scale between 0 (very bad) and 4 (very good). If the morale drops too low, this will, for instance, reduce your chances of surviving sea battles, because your sailors will simply not aim as well as they used to. A bad mood aboard the ship will also make the captain think twice before rejecting offers he may receive from your competitors. Lost sea battles and excessively long sea voyages will depress your crew. A couple of free days on shore will help in this case.

Mutiny on the high seas

If you continually ignore the mood of your crew, don't be surprised if mutineers take over your ship, who might suddenly disregard the actual destination of your ship and head for a nearby port instead. You can still select your ship, but you can no longer control it. The selection window will inform you about the ship's unfortunate status. Once your ship arrives at the port,

many of the crew members will leave the ship – along with many of your goods. Only the captain is sure to remain aboard.

After a couple of days ashore, the crew will have calmed down and you regain control and are free to sail. Make sure the mood will not drop again too soon. It is advisable to permit a shore leave from time to time. And while your ship isn't usable, you might as well repair it at the shipyard so you don't waste any valuable time.

Equipping the crew with swords

Your crew should always be equipped with sufficient swords, so that they can defend themselves when they face the enemy in a sea battle. Otherwise, your ship is an easy target for pirates. There are no legal means of acquiring swords, but you might find someone who's willing to help you at the tavern (see chapter 10).

The Captain

You need only one captain per ship, but good captains are hard to find and not exactly cheap. Snaikkas and crayers will often run well without a captain. A captain is only necessary if you…

- want to use the automatic trade feature
- need an orlogship to form a convoy (also read the section on convoys further on)
- want to provide a coastal patrol vessel (Auslieger)

A Captain's abilities

Captains have further advantages: Depending on their age, they have experience in the fields of steering, battle, and trade, and thus offer bonus values ranging from 0 to 5, making your ships sail faster and improving the accuracy of your shots. Captains who are experienced traders will sometimes even bargain for better prices (automatic trading). This means price improvements up to 10% with an experience of 5. The manoeuvrability of your ships can be increased by 30%. Such experienced captains are well worth the money. The downside is – he knows that as well as you do.

Automatic Trade

As soon as you have a captain aboard, the 'automatic trade' icon in the ship menu will be enabled.

This feature allows you to pick a profitable route which your ship is to sail automatically. You can choose the goods you wish to trade and the prices at which they are to be bought or sold.

Selecting Cities

You can select up to 10 cities that will be part of your trade route. The positions of the cities can be changed using 'drag and drop'.

Selecting Goods and the Direction of Trade

Using the 'Goods' button next to the city's name, you can select the goods you would like to trade in that city. You can also specify whether you would like to trade between your ship and the city or if you would just like to transfer goods between your trading office and the ship. Obviously, the latter is only available if you own an office in that city.

Prices

If you want to sell goods, you must specify the lowest price at which the captain should sell your goods. If you want to buy, the maximum price you are willing to pay must be specified.

Amounts

For each commodity, you also have to specify how much you want to trade or transfer.

Priorities

In some cases, you will want to specify priorities for certain goods. For example: You would like to buy pottery in Cologne – but only if wine is not available. Just set your prices for both and then drag the button for 'wine' (keep the left mouse button pressed on the button and then move) above the 'pottery' button. This will raise the priority for wine. Now wine will be bought first and pottery will only be bought if there is storage space left in the ship.

Activating automatic Trade

When you are done with all the settings, don't forget to activate automatic trade. The ship will then begin with the first city on the list. Once it reaches the last city, it will start from the beginning.
If it doesn't make sense to head for one of the cities on the list (e.g. if you didn't get the goods you were supposed to sell there), the captain will skip it automatically.

Hint:
The automatic trade feature can be used to provide your own businesses with raw materials or to distribute the goods you manufactured.

The Transfer between two Ships

Two ships that are at anchor in the same port can exchange crew members, captains, or swords. This feature can come in handy during a mutiny or if you are short of sailors. First select one of the ships and then right click on another ship. The ship will move toward the other and a window will appear, allowing you to transfer crew members or swords with ease. However, smalls arms in the ship's storage space cannot be transferred.

Note:
Since there can only be one captain per ship, transferring the captain when there is already one aboard the other ship will exchange the two captains.

Blocked Ships

There are situations when your ships don't move although you've given them an order. Your ship will be blocked if…

- you do not have the minimum crew on board
- the ship is overloaded
- the ship is in a very bad condition
- the crew's morale is at a low level
- the ship is under repairs
- it has been positioned for a blockade

A small window will inform you about the reasons in any case.

Damage

Of course your ships can get damaged when they are hit during sea battles, but even if you can avoid confrontations, your ships' condition will get worse over time. Therefore, if your ships

aren't in perfect shape, do not engage in long sea voyages where you might encounter pirates or storms. Furthermore, damaged ships have a reduced capacity, worse manoeuvrability, and a slower maximum speed. If you repair your ships regularly, you can reduce signs of wear and tear (caused by long voyages, anchoring on the high seas, icebergs and storms) to a minimum.

Building Ships

If you want to build a new ship, you should visit the shipyard of your hometown or that of any town in which you own a trading office. When you click on the shipyard, a window will open. Choose the 'Build Ship' option. (see 'The Shipyard' in chapter 10)

Ship Names

Shipwrights are fairly unimaginative when it comes to choosing names for your ships, but you could have any name you wish painted on its walls by visiting the shipyard when your ship is in town.

Convoys

Long voyages can sometimes be dangerous, for even competitors will sometimes attack you if they think they can get an advantage out of it. The weather can also be hazardous, so watch those little clouds on the sea chart. Given all these dangers, it can be advisable to group your ships in a convoy. Pirates will then be frightened by the sheer firepower of your ships.

Forming a Convoy

As soon as you select a ship that is not part of a convoy, a button will be enabled in the icon bar. Click on it if you want to form a convoy. However, there are certain restrictions, because at least one of your ships must be suitable as an orlogship, the leader of a convoy.

An orlogship must…
- not be damaged over 50%
- be armed sufficiently (weapons strength 10)
- have a comparatively large crew (at least 20 men)
- be led by a captain

If your ship does not meet these requirements, you will be informed. You can either try to upgrade your ship or add your ship to a public convoy formed by one of your competitors instead.

Private and public Convoys

If you have a suitable ship, you can choose to form a 'private' or a 'public' convoy. If it's a private convoy, it doesn't concern anyone but yourself. Treat it like any of your single ships: Just load it with the goods you need and specify a destination port…

If it's a public convoy, a notice is put up at the guild. Once you specify a destination port, the other players have five days' time to decide whether they would like to participate. A security message will appear, asking you whether you would like to sail in five days – confirm and wait for other ships to join you. Note: After the destination port has been confirmed, it can no longer be changed.

As soon as your public convoy reaches the destination, the other members will leave the convoy and do their own business as usual. As a reward for the safe voyage, you will receive a payment. The sum depends on the value of the goods that were transported and the distance traveled.

Disbanding a Convoy

A convoy will disband automatically when it reaches its destination (see above) or when the orlogship sinks, but you can split it up manually by clicking on the appropriate icon in the icon bar. If other people's ships are part of the convoy, you should be careful: Such incidents will get around quickly, and the other traders as well as the Hanseatic League will lose respect for you.

Joining a Convoy

You can join a public convoy that is currently in the same port as your own ship at any time. Just select your ship and then click on the convoy button in the ship menu. You can then choose the convoy you would like to join.

Removing a Ship from a Convoy

If you have changed your mind or need your ship elsewhere, you can remove your ship from a convoy whenever you like, even during the voyage. Select your ship and then choose 'Disband Convoy' ('Destroy Convoy'?!!?) from the icon bar. Another way is to simply send your ship to a different location by right clicking. This has no impact on your reputation, unless you are the owner of the orlogship.

Blocked Convoys

The conditions for blocked ships stated earlier also apply to convoys, but there are some special cases to consider:

Your orlogship is blocked
If your orlogship is one of the blocked ships, you will receive a message informing you that the entire convoy is blocked.

One of your ships within your convoy is blocked
You receive the usual message, but you are additionally asked whether you would like to remove the ship from the convoy, so that the remaining ships can sail. Click 'Sail' to do so.

One of your ships within someone else's convoy is blocked
You are out of luck in this case. The others will not wait for you to sort out your problems. They will sail away while you remain in the port.

Several different ships and convoys are blocked
Not every convoy will be listed separately. Always mind the following: Your own convoys will wait while other traders' convoys will sail without hesitating.

Expeditions

Expeditions can only be undertaken with convoys because they are dangerous trips into unknown and potentially dangerous waters. Daring sailors will at first explore the Mediterranean. After all, tomatoes from Provence are better than Dutch ones! And who knows what else there is to discover?

Whenever you send a convoy to the very southwest of the sea chart, you will be asked if you want to engage in an expedition. If you are interested, the expedition window will open. There, your goods, your crew and your weapons will be listed. Now specify how much money you want your crew to use on their expedition and what commodities you are interested in (spices are always lucrative). Then select two places that are to be visited or mapped, and before you know it, your crew is ready to explore the mysteries of the south. One last hint: Select one uncharted place (for reputation) and one established trading centre (for money)! Rest assured that your heroes will bring home some valuable material.

Don't be surprised if you don't hear from your team for quite some time. You will not receive any news until they return to the waters of the Hanseatic League.

Expeditions will raise your standing – the Hanseatic League respects venturesome traders. However, promising discoveries won't remain a secret for long. They will be announced in the Guild (see chapter 10).

Trade: your daily Business

This chapter will give you some hints on trade between cities, which not only includes the buying and selling of merchandise at good prices, but also production, storage, and transportation.

Trade between Cities

As a trader of the Hanseatic League, you concentrate on trade between its cities. Trade is based upon the fact that each city's production is limited to certain commodities, while the population demands that the entire line of goods be available. As you know, the population is made up of poor, well-to-do, and rich citizens plus a number of beggars, who are particularly attracted to flourishing cities.

Always pay attention to the happiness of the citizens! Click on the citizen icon in the caption bar to view their statistics. This includes the number of beggars, which rises and falls with the happiness of the poor. If the poor aren't satisfied, homeless people won't dare to come into town. A city needs beggars as workers for newly established businesses. You will learn more about the different social classes in the next chapter, so we will now concentrate on the goods that determine their happiness.

All goods can be grouped into foodstuffs, luxury goods, and consumer goods that are needed in different proportions by the three groups. The well-to-do are at an intermediate level. They require everything, but in small amounts.

Foodstuffs

Corn, fish and beer are most important for the lower segment of the population. Since that part of the population is a majority, you will quickly earn a reputation if you supply these goods. In contrast, meat and wine are consumed primarily by the rich and the well-to-do.

Consumer Goods

Consumer goods include wool, skins and timber for the poor, as well as cloth, train oil and furs for the richer citizens. Hemp, salt and iron goods are not needed as much, but the basic demand must still be met.

Luxury Goods

Wine, spices, cloth, train oil (oben bereits aufgeführt), pottery and furs are all luxury goods, so if you want to please the richer citizens, these are the goods to trade.
Don't be surprised if you find only a few buyers for these goods sometimes. There are not too many rich people living in the cities, but if you keep supplying them with the goods they desire, their number will gradually rise.

Raw Materials

Apart from the citizens' needs, the needs of the processing 'industry' must be satisfied. Pig iron, tiles and pitch are pure raw materials – the latter being needed for the making of ships. Furthermore, hemp, salt, wood, iron goods and wool are needed to a great extent. In chapter 10, you will learn more about the needs of each type of business.

The Trading Process

Read the section, 'The Trading Window' in chapter 5, which will tell you more about trading goods, the development of prices, and how to recognize good bargains.

Ships and Transport

If you sail the seas with just a pinch of salt aboard, you will soon see that the running costs of your business, which include the pay of your employees and repairs, will soon become unaffordable. You must try to use your ships to capacity! Settle for one ship in the beginning, at least until you find that you can easily afford to transport more goods. Also pay attention to the type of ship you are using: Snaikkas and crayers have a small storage space but they sail fast and are comparatively cheap. Moreover, only these types of ships can reach the river ports of Cologne, Thorn, and Novgorod. Cogs and hulks are suited for mass transports, e.g. to transport goods like timber or corn, which are needed in large quantities. Also, once you equip these ships with cannons, they will put off pirates and will serve as great orlogships for convoys. (see also chapter 8)

When you have found a profitable trade route, the automatic trade feature might come in handy.

Production and Storage

The production of goods is not always the best way to obtain them. Salaries, taxes and other costs can quickly result in high prices. In many cases, the price of raw materials has to be added. In order to be cost-effective, a business you run must always be used to capacity.

Nevertheless, producing your own goods is worthwhile in many cases. Once the business runs well, you can expect to get stable prices and a constant supply of goods. Moreover, you create jobs, which helps improve your standing and encourages city growth.

Your trading office is the place where your businesses get their raw materials from and the place where they store the finished products. If the raw materials are missing, your business will not produce anything, but the running costs remain the same, so make sure the supply of raw materials is secure. At your office, you can inform yourself about the materials you have in stock and what materials will be needed in the next couple of days. If the prices for raw materials are low, buy in advance, as this will reduce your production costs.

A trading office administrator can be hired to secure the supply of raw materials. Note that an administrator will pay no attention to the prices. If there's a need, he will buy. After all, expensive raw materials are better than untapped resources.

You should also make sure that the goods you produced are removed from your office once in a while. Your office has considerable storage space, but once its limits are reached, additional storerooms have to be rented, which is not exactly cheap.

If you're having a hard time transporting all the goods you produced, this could be the right time to think about buying a new ship.

Housing

Your workers require housing. If the competition is not doing so already, you should build a sufficient number of residential buildings. Per worker, there are four other people who need housing. Apart from the rent you get, constructing such buildings will also raise your standing. Again, your apartments will only be cost-effective if they are used to capacity because there are running costs and taxes to pay.

Recognition through Trade

Whenever you supply a city with the goods it needs, your standing is raised. Depending on the type of goods you supply, your standing regarding the three different social classes, which require different goods, will rise accordingly.

It is not advisable to supply goods that are not needed. If you sell a certain commodity and notice that the purchase price and the selling price get closer and closer to one another, then the need is met for now. If you continue to sell that commodity, this will have no further impact on your standing. In that case, it is better to sell it elsewhere or to store it in your trading office.

On the other hand, if you buy goods that are desperately needed in the city and thus reduce the supplies, this has a negative impact on your standing.

The City: Its Buildings and its Citizens

The world of 'Patrician II' includes all the important towns of the Hanseatic era – 20 in all. But not all of them are suitable as your home town: You cannot get to the top everywhere. 'Patrician II' differentiates between three types of towns:

Hanseatic Towns

You can choose one out of twelve hanseatic towns as your home town. In these towns, everything is possible: Build, trade, fight for recognition and be elected mayor! Hamburg, Bremen, Rostock, Lubeck, Cologne, Stetin, Gdansk, Bisbee, Riga, Reval, Thorn and Stockholm are all Hanseatic towns.

Hanseatic Offices

You can build a trading office and other buildings in Bergen, London, Bruges and Novgorod, but you will never be elected mayor there.

Hanseatic Branches

These cities are not that important to you, because you cannot build a trading office there. Malmo, Edinburgh, Oslo and Aalborg do not even have their own guild. You trade there but that's about it.

The river ports, Cologne, Novgorod and Thorn, play a different role as well. They can only be reached with small ships – snaikkas and crayers. This must be taken into consideration when building ships at the shipyard.

Of course you can enter all of the cities. Take a look around and watch the citizens and their bustling activity!

Out in the Streets – the People you meet

If you see lots of workers in the streets, this means that you are successful as a businessman. The more of these workers who carry loads or pull carts, the more businesses you probably own.

Do not have a low opinion of beggars, for they represent a possible future workforce . They will linger mainly in the port area, at markets or around churches. As soon as a beggar finds a job, he becomes part of the 'poor' people.

Also have a look at the streets that lead into and out of town. The more people move to the city, the more attractive it has become. Conversely, if people are dissatisfied and frustrated, they will leave town. Feel free to click on any of the citizens to inquire about their thoughts or opinions.

Furthermore, you might come across your colleagues. In every city, there is a small local dealer who provides the city with some basic goods. He is not a true rival, so never mind him. However, when it comes to reserving building estate, he might interfere with your plans. In many Hanseatic towns, however, you will also meet global traders, who, much like yourself, are fighting for gold and prestige. So watch out! And keep an eye on them, especially when they're trying to establish their business in 'your' cities.

The Citizens' Happiness

If you want to be elected mayor of your home town, you have to pay attention to the citizens' worries and needs. You must try to remedy social injustices, or else you will have a hard time becoming a prime candidate. But even those who run for office with the best of intentions will soon find out that fulfilling everyone's needs is easier said than done . The reason is simple: In every city, there are poor, well-to-do, and rich cities, each of which have entirely different interests and needs.

Daily Needs

The daily requirement of staple food and consumer goods is a prime example for different interests: While the poor need only sufficient supplies of corn, the well-to-do citizens want beer, fish and wool. The rich prioritize the supply of meat, wine and cloth.

Supplying the goods for a single day is not enough though. All social classes pay attention to the status of supplies, and they want those supplies to be secure for the next couple of days. The prospect of a secure supply calms them down a little bit.

The weekly needs of the citizens can be seen at the market. The figures will help you estimate for how long the currently available goods will be sufficient.

Festivals

People want to celebrate once in a while. Treat them to a festival regularly and they will thank you for it. Such festivals are especially effective and rewarding after a famine, an epidemic, or a siege.

Housing

Make sure there is enough housing for all the different social classes, for if many people have to share small areas of living space, the result is a bad general mood. It is particularly important to provide housing for the poor. Otherwise, you won't be able to hire any more workers and city growth will stagnate.

The Church

The church is not only a place where people meet and pray. It also has a representative function for the people, who admire exceptional buildings. So make sure you extend the church if you can afford it – religious people will be most thankful!

War and Famine...

evoke a feeling of depression within the city. In the end, you will be blamed for everything. The citizens always react with unhappiness to sieges of any kind. If, however, your city manages to escape the grasp of the suppressor, the happiness will increase rapidly.

Wells

Wells will protect your city in the case of fire. If they aren't built in large numbers, the people will fear that one day a great fire will sweep through town. The fear of losing everything that was built up with such great effort saddens the citizens immensely.

Hygiene

Hygiene was rather undervalued in the Middle Ages and epidemics were common. If you want to reduce the fear of epidemics and thus improve the happiness of the citizens, build hospitals and paved roads.

City Defence

The bigger the city, the greater the fear of attacks by intruders. You can only do something about the defence of a city if you've been elected mayor. You could, for instance, train more guards to defend your city.

The more buildings that are outside the protective city walls, the more the happiness of the citizens will drop. Extending the city walls will help them gain confidence.

The Construction of Buildings

The Construction Menu

As soon as you own a trading office in a city, you can build additional buildings. But there are certain restrictions: You need quite a bit of money (the money lender could help you out), and you have to accept geographic facts – there's no way you can build a mine in the middle of nowhere. Note that you have no influence on public buildings, such as the church, the town hall, or the tavern.

Select an option from the construction menu and take a look at the buildings you can construct. Choose the building you want and then study the information you are given: the construction costs, the time it will take to build, and the materials required. You will be told what materials you have at your disposal (at your office and aboard the ships you have at anchor). If your materials are insufficient, you are told whether the remaining materials are available in the city, as well as their cost.

If it is currently impossible to construct the building you have selected – either because the required materials are unavailable or because you don't have enough money – a message will be displayed at the bottom of the selection window.

Putting up a Building

If all conditions are fulfilled, the view will change: All possible construction sites will be marked blue in the main view and in the mini map. Now move the mouse pointer to one of the blue sites. An outline of the new building will be displayed. Place the building using the left mouse button and then select 'build'. The money will be deducted and the construction site will soon be filled with life. Once the construction time elapses, your sparkling new building is ready for use – and you can decide whether you would like to construct another building or do business as usual.

Construction Workers

There are about five construction teams in each city. If all of them are busy, the construction of your next building will have to wait – you will be informed as soon as you select one of the buildings from the menu.

Building Regulations

The construction of a building is a highly bureaucratic affair, and there are some regulations to abide by:

No Uncontrolled Expansion!

The municipality will ensure that people don't build their houses all over town. Certain areas will be assigned to you, so don't be surprised if you don't find a construction site even though there is enough space available.

Public Interest Has Top Priority

In general, businesses can be built inside the city walls, but if there are few construction sites remaining, residential buildings have priority and you might have to build your business outside the city walls.

Zero Tolerance

When building trading offices, you will have to build them where the city wants them to be. You simply have no choice.

The Different Buildings

As an ambitious trader who wants to make his way in the medieval world of the Hanseatic League, you need not found new cities, but you have the chance to influence the character of your home town. Successful traders pay high taxes, create new jobs, give alms and construct buildings, streets or city walls. The following section will tell you what buildings you can build and what actions you can take inside them.

The Trading Office

The trading office is perhaps the most important building. It is the place where your social life meets business. You need to have a trading office inside a city before you can construct other buildings. Your office is your warehouse, and records your overseas transactions and trade between your businesses and the warehouse. You already own an office when the game starts; just search the port area to find it. You can also extend your office – there are three extension levels – to increase the storage capacity and adapt the office to your needs. Trading offices can be built in all Hanseatic towns and Hanseatic offices.

Simply click on your office to enter it. A window will open in the main display and the selection window will allow you to move about, displaying several buttons with the following functions:

Stocks of Goods

Use this option to check the current stock of goods as well as your production and consumption during the past week. It does make a difference whether '–' or '0' is specified behind a certain commodity: '–' means you aren't producing this commodity, while '0' means that you own production facilities for that commodity but have failed to produce anything. In such cases, investigate the causes – typically a lack of workers or raw materials.

Overview

You will get an overview of all your income and expenses in that specific city. Your income includes: automatic trade with the city, rental income, and other income on the credit side. Your expenses: automatic trade, salaries, maintenance costs, and other expenses (e.g. fees and charges).

Storage Capacity

Choose this option to find out how much storage space you are currently using, the size of your own storeroom, and the capacity you might have rented along with the price you pay for it. You can also extend your office here to accommodate larger quantities – because once you become a successful trader, you will soon reach the limits of your initial storeroom.

Extending Your Trading Office

The extension only concerns the storeroom of your office. There are three extension levels, adding between 50 and 200 bushels to the initial capacity. For every level, you get information about the construction time, the costs, and the required materials (if you aren't using your own materials, you will be informed about the supplies of the city and the price you would have to pay).

If you have placed an order for an extension, the dialog will close and you receive a confirmation – or a message informing you that you have already reached the maximum capacity.

Personal Information

At your office, you can also review personal information. Alongside trivial information, such as your name, birthplace, home town and age, this includes highly important information on your standing and the popularity of your wife or husband. His/her popularity is largely dependent on your skills as a trader and can vary between 'extremely popular' and 'unknown'.

Automatic Purchase

Automatic purchase is a time-saving way of repeatedly trading with the city in the same way. The condition is that your trading office is managed by an administrator who will take care of this. The basic salary of an administrator amounts to 10 gold per day. Add one more gold coin for every additional building you own in the city.

If you want to hire an administrator, click on the button at the very bottom of the window. If, after some time, you come to the conclusion that he's hardly worth the hard-earned money you pay him, you can fire him in the same way.

You can set a minimum amount you would always like to have in stock for each commodity. The administrator will then buy goods whenever necessary. In this way, you can secure the supply of raw materials for your businesses.

The Offices of your Competitors

All your competitors in the city manage their businesses from this building. It's in the port area from the beginning and there's nothing you can do about it.

Click on it to find out who you're dealing with. A list will appear, showing you the names of all the traders (human traders are indicated with a little man). A house indicates that this is the trader's home town. You are also informed about the traders' reputations and the offices they are in.

In multiplayer mode, you can make offers to your human contenders . You can offer them goods, ships that are at anchor here in the city (none that are part of convoys though), a bag full of gold, a business you run, or a residential building! You must then specify what you expect in return. Finally, send off your offer and wait for a reply.

If you receive offers from other players, they will appear in the personal section of the news menu. (see chapter 7)

The Shipyard

The shipyard is another very important building. After all, it is the ships you build, repair or upgrade here that form the basis of your business.

Click on it to open a picture of the shipyard in the main view. The selection window will display the shipyard's current status as well as a set of options:

Building Contract

You can build four types of ships: snaikkas, crayers, cogs, and hulks. The type you choose depends not only on money, but on the materials you have in stock. Moreover, cogs and hulks are quite large and cannot sail on rivers, i.e. they can't reach Novgorod, Thorn and Cologne.

For every ship (turn the pages), there is a brief description and a list of materials required for construction. The construction time is also displayed. Once you have confirmed the construction of a certain ship, you will receive a message about the remaining construction time. Click OK to finalize the contract.

Note: You cannot build hulks in the very beginning. This advanced type of ship can only be built by experienced shipyards that have previously built many other ships, i.e. the more building contracts you make, the earlier the hulk will be available.

Repair Ship

If this option is enabled, any of your damaged ships are in the port. Select the ships you want to repair.

It is your choice whether you send your ships to the shipyard for repairs one at a time or all at once. However, they will be repaired one after the other. If you feel that the repairs take too long, you can send your ship away at any time. Just select your ship to cancel the repairs. A dialog will then appear asking you to confirm your decision. But don't expect to get any of your materials back.

Upgrade Ship

You will soon find out that journeys to London or Riga are not always relaxing. Therefore, you should make sure that your ships can defend themselves. The shipyard offers a service to upgrade your ship so that more weapons can be placed on its deck. Note that an upgrade will convert storage space into weapon slots.

Every ship can be upgraded twice, but keep in mind that it is going to lose a considerable part of its storage capacity. A snaikka with a capacity of 15-25 bushels, for instance, won't accommodate more than 5-15 bushels after the second upgrade.

The shipyard only works on the ship itself. You will have to buy the appropriate weapons from the weapon smith.

List of Contracts

The list of contracts will inform you about the status of the current orders. If necessary, you can remove one of the ships from the list. You will then get 90% of your money back but none of the materials. If, however, the shipyard has already started to work on the ship, there is no way out and you will have to wait till it's finished.

Note: You should place orders at the shipyard regularly. A shipyard that is booked out will hire new workers, reduce construction times, and therefore raise your standing. This, in turn, makes it easier for you to reach your goal of becoming mayor.

Change Ship's Name

You can also rename ships that are at anchor at the shipyard. This service is free, and you don't even have to wait until the paint is dry. You can sail on right away.

The Harbourmaster

Right at the harbor, there is a little building belonging to the harbormaster. He will gladly give you a list of all the ships that are currently at anchor in the port if you ask for it by clicking on his house.

The Port Crane

The port crane will open the trading window as soon as you click on it, provided that you either own a trading office or have selected one of your ships at anchor. If you have selected a ship, you can trade between your ship and the local market. Otherwise you can trade between your office and the market. (see chapter 9 for further information)

The Tavern

The tavern is not just a lively and cozy place to meet people and to spend a pleasurable evening with your friends. It is also the place where sinister folks hang out - characters you would rather not be seen with in the light of day. Nevertheless, some lucrative deals can be made in the tavern.

Click on the tavern to enter it. The selection window will list the persons that are hanging around there. Not all the people mentioned here will always be present, but you will usually come across at least one of them. Just choose one of the guests and see what happens.

The Mission Trader

The trader's name will appear on a button in the selection window – people like him aren't the usual guests, for mission traders only appear when you are on a mission that involves a meeting with a certain trader. He will be available to you as a reference person until the mission is completed. The aim and purpose of the mission can always be found in your personal messages.

The trader will be waiting for your delivery. If you click on his button, he will start a conversation. If your delivery is incomplete, he will tell you about the missing goods and remind you of the deadline.

The Common Trader

If you are not on a mission, you might come across one of your colleagues in the tavern. Most likely, he will offer you some merchandise that he couldn't sell in the city, probably owing to an oversupply. It can be a bargain at times. If you are interested, accept his offer. You will then be asked where the goods should be transferred to (either your office or your ship). In case you have a ship only, the goods will be transferred there immediately.

Sailors

Of course sailors are among the habitués of every tavern. If the city is doing well, you are likely to meet them there every single day, sipping on a pint of beer.

If you select this option, you will be told how many sailors are currently in the tavern and you will be asked how many of them you would like to hire. Needless to say, one of your ships has to be in the port. You also have to select the ship whose crew you want to strengthen – if there's more than one at anchor.

Select 'Hire sailors' to hire them. If you want to hire sailors for several ships, just repeat the process.

Note:
If your ship is totally overloaded, even sailors won't have room. You cannot hire any sailors in this case.
Moreover, there is a maximum number of crew members for every ship which cannot be exceeded.

The Captain

A ship led by a captain can often come in handy, e.g. if you want to use the automatic trade feature. An orlogship can't do without a captain either. In the tavern, you get the opportunity to hire a captain, possibly an experienced one who will help save traveling time and improve the manoeuvrability of your ships and the aim of your shots during sea battles.

If there's no captain in the tavern, just come back later. Once you've found a captain, click on the button to inquire about his capabilities. You will see a list of all the ships at anchor that do not yet have a captain. You have the option of hiring the captain for duty on one of them.

If you're looking for another captain, you could be out of luck. Another one probably won't show up till the next day.

The Weapons Dealer

The weapons dealer is one of those dubious characters we mentioned earlier. He has a questionable reputation in the underworld and can apparently be met at the tavern. If you're interested in some barely legal arms deals, just specify your ship or your trading office as the place of delivery! You can then buy or sell weapons just like you usually trade your goods. Then leave as quickly as possible, for if the police come around, your reputation in the city is down the drain! An expensive trial and large bribes will be lying ahead of you.

Nevertheless, the purchase of weapons can be rewarding. Swords will drastically improve your chances of winning boarding battles.

Pirates

You would usually rather not meet these shady characters. And they are not typically talkative either – they prefer to let their cannons do the talking. But in the tavern, you can meet and – even worse – hire pirates!

If you select this option, you will be told that a pirate captain and his followers are offering you their services – in return for profit sharing. You provide them with the ship for their adventures, which can be selected in the window. You then have to hand it over, and before you know it, the pirates will be gone along with your load and your former crew is sacked. On that day, no more pirates will show up in the tavern.

The underlying idea behind such actions: Pirates you have hired will terrorize the designated area, which is bad for your competitors and might lead to their ultimate downfall. But this entire affair is not without risks: If the pirates are captured by your contenders and have to undergo a hearing, they probably won't hesitate to name their sponsor, and your contender will immediately take you to court, which usually turns out to be expensive!

Burglars

You can hire burglars to break into the local offices of your competitors. They will destroy goods and valuables, as well as documents, and remove any traces of a crime. Not exactly impractical if you want to really upset an annoying contender.

You won't come across burglars every day, but still often enough to turn your sinister plans into reality. If you meet with a burglar and start a conversation, he will ask you which one of your competitors is going to be the target. Select one of them and the burglar will tell you his price – the more influential and richer the target, the more it will cost you. If you accept his offer, he will leave, promising to carry out the deed as soon as possible. He then leaves, and you are advised to do the same.

Informants

Informants are among the more educated and respected guests of the tavern. They have lots of useful information about the region at their disposal and of course they don't call it out loud. But they will share it with you at a certain price.

They are common guests in the tavern and can be met regularly. Their names are well known and they offer information you would usually receive several days later by means of the sea chart symbols.

The informant can thus tell you about the acute needs or huge supplies of certain cities in advance. He might also tell you about famines, fires, epidemics, sieges, or the presence of pirates. However, if there is nothing of interest to report, the informant prefers to stay at home and you probably won't meet him at the pub.

If you select the informant from the menu, he will tell you the price for his piece of information. If you accept his offer, a message containing the information will appear in the personal section of the news menu.

Travelers

Travelers are rarely seen at the tavern, but if you do meet one of them, he's probably in a hurry. He will usually pay a good price if you bring him to a distant city within a certain time limit. So if you accept his offer, be sure to stick to the deadline.

Whenever you meet a traveler at the pub, he will tell you his name, his destination, the amount he's willing to pay, and the closing date. You can accept his offer if you have a ship at anchor. He will then board the ship.
You should try your best to bring him to his destination as soon as you can, because if your passenger has to wait too long, he won't hesitate to leave your ship angrily and you can forget about your payment. One week is the maximum he is going to tolerate.

A word of warning to all those who want to deal with pirates, burglars or weapon dealers: Always bear in mind that you are not the only ones in the tavern! Your competitors like to have a little refreshment once in a while, too. And you'll get into an uncomfortable situation if one of them spots you chatting with criminals. Such scandals won't soon be forgotten and judges generally react rather angrily.

The Market Halls

The market halls can always be found near the port. They regulate trade in the city and are responsible for supplying the population with their everyday needs. The market halls are among the buildings that can be entered: A view of the interior and a menu will be displayed.

The menu allows you to study certain statistics: It thoroughly informs you about the stocks, the production, and the consumption of goods in the city.

- 'Stocks of goods' will list the available quantity of each commodity and the prices for pur chase and sale.
- 'Production' will list the city's weekly production along with the current stocks.
- 'Consumption' shows you how much the citizens and the city's businesses consume every week as well as the total weekly consumption.

Again, the current stocks are displayed as a reference.

The Open Market

Via the open market, you can announce a festivity to which all the citizens will be invited. You just have to make sure that enough goods (especially beer, corn, wine, fish and meat) are available in your trading office.

The number of guests will depend upon your popularity and the amount of good food you are offering. It will be noted who comes to your festivity: The poor will seize any opportunity to eat as much as possible, while it takes large quantities of meat and wine for the rich to attend. If the members of a certain group have an exceptionally voracious appetite, this is a sign that they have not been doing too well lately.

The Money Lender

Banks as we know them today were nonexistent in the Middle Ages, but rich businessmen would often serve as lenders. But be careful, the interest rates were often rather high!

There are six options in the lender's house:

Take up loan

This option will offer you a maximum of five loans – with different conditions depending on the sum and the repayment period. Loans from lenders in all cities in which you either own an office or have ships at anchor will be displayed.

Pay off loan

Here you can repay a loan you have taken up earlier. When you click on this button, a list of all the loans you have taken up in all the cities will be displayed. If you either own an office in these cities or have a ship there, you can pay them off – completely or partially.

Grant loan

Since you are perhaps a successful merchant yourself, you too can grant loans. The lender will name up to five interested people and the sums they want to borrow over a certain period. If you decide to grant one of them a loan, you can specify the interest rate. Then wait for your future creditor to accept – or decline.

Loans granted

This will list all the loans you have granted: the creditors, the sums, and the repayment dates.

Buy shares

Clever traders will invest their hard-earned money in other businesses. The lender will gladly inform you about any investments you may make or have made thus far.

Sell shares

If you are low on funds, you could offer the lender shares of your own company instead of taking up further loans – or you could sell shares of other companies you have previously acquired.

The Church

Of course there is a church in every Hanseatic town. After all, traders were not only shrewd businessmen but also firm believers who feared hell more than anything. Enter the church to get the following options:

Pray

If you feel like praying, this is the place to do it.

Feeding the poor

Here you can show off your generosity and treat the poor to a feast they won't soon forget. Naturally, such actions raise your standing. You can transfer goods from your office to the church after selecting this option. But don't overdo it, or else the city will be flooded with beggars. The beggars will be most thankful, but the rich will be displeased.

Donation

God will thank you for anything you can spare! And so will the people – donations will raise your standing. The beauty of the church must be preserved, and perhaps even a few new paintings or sculptures could be added to create an even more captivating atmosphere. But the money must keep flowing, or else the church's magnificence will soon fade away. If you would like to donate some money, just select the amount you can do without. It's for a cause in any event.

Extension

The magnificence of a great church uplifts the living standard of the people. A generous donation will help extend the church (three levels are possible) and is thus welcomed by the people.

If an extension is possible, you will be informed about the current state of funds (you are not the only one who is to sponsor the church). You can donate as much as you feel is appropriate. Then confirm your noble gesture.

The Town Hall

All towns in the game have a town hall. Depending on the type of town, different information is available there. The option to move your home office, for instance, is not available in Hanseatic branches.

Your own status is important as well: While you are councillor, you can only inform yourself at the town hall, but as mayor, you're sitting at the other side of the desk.

The following options are available:

Notice Board

This is just like the notice board of the guild. It allows you to view all the missions that are currently available. If there are no missions to engage in, this option remains disabled. Only one mission will be visible at a time, but there can be up to five missions available. Use the plus/minus buttons to see them all.

If you accept a mission, it will disappear from the list and you can accept the next one right away if you please. In some cases, the city will refuse to entrust you with the mission. Then you should reflect on your reputation, because you are obviously being regarded as untrustworthy.

Coastal Patrol Vessels

The name of the trader who currently provides the coastal patrol, which protects the city from any unwanted intruders, is displayed. If a patrol vessel is being sought, you might consider providing it yourself – an honorable but poorly paid responsibility.

Move

If you find that your hometown is no longer the place to be, possibly because your contenders have grown too strong, the town hall of your to-be hometown is where you can get the formalities done. If a move is possible, you will be informed about the fees your previous hometown charges. Note that you must own a trading office in your future hometown – otherwise moving is impossible. Be careful: The fees for moving are rather high, especially if you have been successful in your former hometown, for they would rather have kept you as an important trader.

Town information

Inform yourself about the people that yet stand in your way. You will see:

- the current mayor's name
- the date of the next elections
- the names, ranks and reputations of all the candidates

Hanseatic info

Here you are informed about the political leadership of the Hanseatic League. The following can be looked into:

- the name and hometown of the current Alderman
- the date of the next Hanseatic League meeting, which includes the election of the Alderman
- the names of a maximum of four nominees as well as their ranks, their reputation, and their hometowns
- the date of the next extraordinary meeting and its topic (if planned)

Conference room

This is where meetings of the Hanseatic League take place. Therefore, this option is only available shortly before the meetings take place. Such meetings always take place in the town hall of the current Alderman's hometown.

Rathskeller

The Rathskeller is a customary restaurant in the cellar of a town hall, where traditional food is served. Today's menu will be shown if you choose this option. Those who are particular about their status will have lunch at the Rathskeller.

The Guild

Don't mistake this for the traders' guild, which every trader must be a member of to be able to do business. The guild in question here is a meeting-place, an association of rich patricians that has branches in every Hanseatic town. You do not necessarily have to be a member of this guild, but the advantages you get are considerable, e.g. the ability to take part in expeditions and auctions, and the respect that the guild's members enjoy.

But do think twice before you join the guild of every city, as that can get rather expensive. The entrance fees are lowest in your hometown, so a membership there is surely worthwhile. But to be elected Alderman, you will have to join the guild of the corresponding (the current Alderman's??) city.

Join

If you are not yet a member, this option is enabled. Naturally, you will require a certain status before your membership is accepted. Once all the conditions are satisfied, you get to join the guild.

Auctions

This option allows you to inform yourself about upcoming auctions in all the Hanseatic towns. If you have at least one ship in the port (none of which are part of convoys), a list will appear, allowing you to offer one of them for auction. The ship you register will be removed from the port immediately, along with all the goods you have aboard and all its crew members.
You can also participate in an auction. If you don't want to forget the date, you should mark it to be reminded of the time.
Note that you can only buy or offer a ship at an auction in cities in which you are a member of the guild.

Auction Hall

This option is enabled one day before the auction. If you want to participate, you must enter the hall before the auction begins.

A dialog will inform you about the type, name, extension level and condition of all the ships. Below, you will see a picture of the ship as well as the current bid.

If you decide to bid more, your name will appear next to the highest bid. If no other trader outbids you, the ship is yours. Just wait for verification.

Convoys

Here, you receive a list of all public convoys: It contains the name, the average armament of all the armed ships, the current position, the date of departure (if known), and the destination port of each convoy.

Members

If you are curious who else is a member of this guild, select this option. The members' reputation, the number of ships and trading offices they own and some other information are displayed.

Trading Centers

Even non-members can have a look at the discovery map, but they will hardly find anything of interest, as only the trading centres that they have discovered themselves will be shown.

Members can see much more: All the trading centres that have been discovered by members of the guild will be shown.

The Public Bath

The public bath is a place of relaxation, of casual conversations. The hot steam will soothe its visitors – and obscure any remarks that weren't intended for the public anyway.

Have a bath

Treat yourself to a bath once in while and just relax, listening to beautiful songs, and regain your strength.

Talking to people

The public bath is a common meeting-place for all businessmen. You will probably come across many important personalities in the bath – just look at the buttons in the selection window. If you want to smooth the progress of your political career or influence judicial decisions that might concern you, the support of some influential people might come in handy. Talk to these powerful individuals, for they all have one thing in common: They are usually open to bribery.

Starting conversations

Just click on the person's button! The dialog that follows will tell you what the person is up to. If he is just delighted to have a relaxing bath, nobody has tried to bribe him yet. This might be your chance! If, however, he mentions your last meeting, he is probably still appalled by your previous offerings. If he mentions your competitors, he has already been bribed – you're too late. If he reacts rudely, he was disappointed by a previous attempt of bribery and won't be accepting any offers for now.

Bribing

If the person you met is currently open to bribery, you can specify the sum you would like to offer. Then choose 'Bribe' and wait for his reaction. If the sum is too small, he will be deeply offended and your reputation suffers. And he won't be accepting any higher offers either.

But how to choose the right sum? Well, it all depends on your reputation (the more respected you are, the more you're going to have to spend) and the person's status (the more influential, the higher the sum has to be). If the person has previously been bribed by one of your competitors, you will have to offer him twice the amount.

Bribing pays – but only for a short period of time. Once the affair (e.g. an election or a trial) is over, the person you bribed won't recall anything at all. Moreover, you can only bribe two people in each town.

Legal Arms Dealing – the Weapon Smith

There is a weapon smith in every town. You can legally acquire all sorts of weapons for your ships there, but you must own a trading office in town, because all the weapons you buy will be transferred there. Those who don't have an office will have to settle for an overview of the weapons that are produced.

Local dealers can buy six types of weapons: the cheapest are the small catapult and the small ballista. Then there's the large ballista, the large catapult, the mortar (Bombarde) and finally the cannon, the largest and most powerful weapon money can buy.

The quantities show you how many weapons are in stock and how many you already have at your office. The number of weapons a smith produces depends on the size of the city. If you visit different smiths, you will notice that not all of them produce all six weapons, because the product range depends on the occupancy rate of the city's shipyard. Only shipyards that are booked out will guarantee that the weapon smith supplies everything you possibly desire.

Use the buttons to buy or sell weapons! Note that weapons can only be bought or sold one by one – trade on a large scale is not allowed for such delicate products.

Military Buildings and Objects

To be able to build or access the following buildings, you must have attained a considerable position in your hometown – only as the mayor do you have permission to deal with the arsenal, watchtowers, or the city walls.

The Arsenal

The right to build an arsenal is reserved for the city, but of course it long existed when you commenced your life as a trader. For quite some time, the arsenal will remain the most uninteresting building of the city. Only when you become mayor, you will be responsible for your city's defence. You can then train guards and archers at the arsenal.

When you click on the arsenal, a window listing the different kinds of weapons, the number of guards in service, and the number of guards being trained and the respective costs involved will appear. As soon as you select one kind of weapon, two buttons will be enabled below:

Form unit

For every new unit, you require five workers, who, along with their families, are equivalent to 20 beggars. If you don't have enough of them in town, a message will appear and you should immediately attempt to improve the quality of life in your city. The new unit will have to be trained for one week before it begins to serve the city. Note that only one unit can be trained at a time. Furthermore, the number of militias is limited. After all, you're the mayor of a Hanseatic town and not the emperor of the Holy Roman Empire. Depending on the size of your city, a maximum of 10, 20 or 40 militias is possible.

Every unit requires five weapons, which can be obtained from the weapon smith. For once you don't have to buy them yourself. The city will pay. But if the smith doesn't have enough weapons in stock, you will have to supply them (from your ship or storeroom).

Dismiss unit

First select the corresponding line of the unit and then choose 'Dismiss unit'. A unit that is currently training will then be dismissed, and if none are training, a unit that is already in service will be dismissed.

Wages costs

Security is expensive, and it is the mayor who has to pay the weekly wages of the city guards. At the end of the month, you will be reminded of the amount you have to pay – even if you've only just become mayor.

Military Buildings (Construction Menu)

Watchtowers

Watchtowers/defence towers will either be placed in designated areas near the port or to the left and right of the town gates. A city can have up to nine watchtowers with one guard each. If there's no one guarding a watchtower, it is useless. Watchtowers exist in two extension stages. They have a longer firing range than ships and twice the firing rate.

City walls

Every city has city walls right from the beginning. However, as the city grows bigger and bigger, you will have to put up your buildings in the unprotected area outside the city walls. At some point, a reconstruction should be taken into consideration.

Ordering the reconstruction of the city walls

As mayor you can order the reconstruction of the city walls. The enormous costs will be paid proportionally by the various traders and the city. The construction will be carried out in several stages, as such large projects cannot be completed in one go.
Click on the city walls icon in the construction menu and specify the future size of the walls. Now an outline of the new city walls will be displayed. If you can afford it, order the extension and a new section of the city walls will be built. The old city walls will not be destroyed until the new ones are completed. Eventually, new building estate will be obtained.

Click on the city walls if you want to be informed of the city's defence status, the number of watchtowers, and the number of soldiers on duty.

Contributing to the reconstruction

If you are not the builder-owner, you will receive a bill from the city upon completion. The share you have to pay depends on the degree to which you benefit from the new city walls: The more buildings of yours are protected by the new city walls, the more you have to pay.

City Buildings (Construction Menu)

Residential buildings

You have the right to build residential buildings, but only within the city walls. You should always make sure that there is enough living space in your hometown for all of the social strata. There are three types of buildings (half-timbered houses, gabled houses and merchant's houses), with two extension levels each. The construction of residential buildings will reduce housing shortage and improve your financial situation – regular rental income is not to be neglected.

When you click on one of your buildings, you will receive information about the building: the type, the number of tenants, and the weekly rental income. A list of all the other residential buildings you own is also displayed.

If you want to get information about your competitors' or the city's buildings, you are told the owner's name as well as the building type and are given a list of all the other buildings he owns.

Wells

The construction of wells can greatly increase your standing. Wells improve hygiene and thus raise the living standard of the citizens. Moreover, they are used for fire prevention. Rather build too many than too few. (As usual, you can reach the well through an icon in the construction menu.)

Hospitals

The construction of hospitals is also one of your tasks. An extensive health care system will prevent dangerous epidemics and raise the happiness of the citizens. The benefactor will be remembered at the given time.

Click on a hospital to obtain information about the general health care situation, the occupancy rate, the total number of hospitals, and the number of hospitals you own.

One hospital can serve up to 10,000 citizens. Click on the appropriate button in the construction menu if you think a hospital is needed.

Roads

Better roads improve the sanitary situation of your city. An advanced aqueduct system as the Romans had did not exist in the Middle Ages. Most people just threw their garbage on the streets. A paved road meant a vast improvement in those days.

Businesses

Except for weapons and spices, all goods can be produced by your own businesses. However, you can only put up a business in a certain city if you own a trading office there. The game differentiates between two groups of businesses: businesses that produce raw materials, and businesses that process raw materials in order to produce more refined goods (finishing). You will find all sorts of businesses in this menu, ranging from apicultures to workshops.

Not all businesses can be built in every city, as some require special grounds (mines) or must be built close to the shore (fisherman's house); others depend on certain geographic circumstances. Still, the construction of businesses makes you independent from price fluctuations; you create jobs, boost the economy of your hometown and earn money. Of course you also have to deal with higher expenses (wages, taxes, raw materials, etc.).

A left click on one of your businesses will display information on all your businesses of that same type: the number of employees (current/maximum), the total production, the total consumption, the occupancy rate, and the total costs (all weekly). The two buttons allow you to increase or decrease the occupancy of your businesses.

You can also legally spy on the competition's businesses: A left click on a business belonging to the competition will inform you about the business' status (running/ inoperative) and the total number of businesses of this type.

Businesses a Trader can build

The running costs are the weekly costs for businesses that are fully occupied. An empty business will cost 280 gold per week. Note that all businesses that depend on cultivation (corn, hemp, honey and wine) produce less during winter (December, January, February).

Apiculture

production/day:	2 barrels of honey
consumption/day:	-
workers:	30
running costs:	1680

Brewery

production/day:	?? barrels of beer
consumption/day:	1/5 bushel of corn, 1/15 bushel of wood
workers:	30
running costs:	1820

Brickworks

production/day:	1 bushel of tiles
consumption/day:	1/2 bushel of timber
workers:	5
running costs:	420

Farm (Corn)

production/day:	1 bushel of corn
consumption/day:	-
workers:	30
running costs:	840

Farm (Cattle)

production/day:	1/4 bushel of meat, 1 barrel of skins
consumption/day:	1 barrel of salt, 1/100 bushel of timber
workers:	30
running costs:	3640

Farm (Hemp)

production/day:	1/4 bushel of hemp
consumption/day:	-
workers:	30
running costs:	840

Farm (Sheep)

production/day:	1/2 bushel of wool
consumption/day:	-
workers:	30
running costs:	3360

Fisherman's House (fish only)

production/day:	1 bushel of fish
consumption/day:	1/10 bushel of hemp, 2 barrels of salt
workers:	30
running costs:	2870

Fisherman's House (fish + train oil – only if whales are nearby)

production/day:	1 bushel of fish, 4 barrels of train oil
consumption/day:	1/10 bushel of hemp, 2 barrels of salt
workers:	30
running costs:	4620

Forge (passend?)

production/day:	1 barrel of pitch
consumption/day:	1/10 bushel of timber
workers:	5
running costs:	315

Hunting Lodge

production/day:	1 barrel of furs
consumption/day:	1/100 bushel of hemp, 1/10 barrel of iron goods
workers:	30
running costs:	5040

Iron Smelting

production/day:	1/2 bushel of pig iron
consumption/day:	-
workers:	30
running costs:	3360

Pottery

production/day:	2 barrels of pottery
consumption/day:	1/10 bushel of timber
workers:	30
running costs:	2520

Salt Maker

production/day:	5 barrels of salt
consumption/day:	1/3 bushel of timber
workers:	30
running costs:	1120

Sawmill

production/day:	2 bushels of timber
consumption/day:	-
workers:	30
running costs:	840

Vineyard

production/day:	2 barrels of wine
consumption/day:	-
workers:	30
running costs:	3360

Weaving Mill

production/day:	3 barrels of cloth
consumption/day:	1/4 bushel of wool
workers:	30
running costs:	3360

Workshop

production/day:	3 barrels of iron goods
consumption/day:	1/3 bushel of timber, 1/3 bushel of pig iron
workers:	30
running costs:	3430

Career and Politics – A Trader's Life

Successful traders can not be identified solely by their balance sheets. Those who aim only for maximized profits and largely ignore their reputation will soon find that their career stagnates. If you want to really influence the Hanseatic League, you must have a deeply rooted social conscience, care about your reputation, and show some political dedication.

The Strenuous Struggle for Advancement & Recognition

Striving for recognition is just as important as finding the best places for buying and selling goods. However, you must always be aware of the fact that whatever you do will be evaluated differently by the three social strata.

Social Recognition and Status

Actions you take for the benefit of the people (feeding the poor for instance) will raise your social recognition. You will become a valued benefactor. Actions intended to better your monetary situation and that directly affect your social standing, e.g. great, lucrative deals or victories in sea battles, will raise your status, and you will become respected in the best circles. Your social recognition and your status should always be on par with each other. Although a trader belongs to the upper class, he should never forget that he depends upon the votes and opinions of all the people as mayor.

However, good deeds are short-lived. Even the most noble gesture won't be remembered forever: In hard times – during sieges, blockades, famines or epidemics – your kindness will soon be forgotten. However, a faux pas, wrong decisions or crimes will be remembered for much longer. The people are unforgiving.

Local and Global Recognition

Usually, good deeds, and therefore your recognition, remain local – a donation to Novgorod's church will not even be noticed in Cologne. Some actions, however, will influence your standing throughout northern Europe, e.g. if you spend your free time as a merciless pirate. Make sure you enjoy the best standing possible in your hometown, or else you will have to wait till kingdom come to be elected mayor.

Meeting the Demand for Goods

To gain a lot of recognition within a fairly short period of time, you must try to meet a city's demand. The regular satisfaction of consumer needs (which will vary according to the class) is always effective. Don't try to cheat: If the need is 10 bushels and you supply the city with 5 bushels twice, you won't be rewarded twice. And don't ruin your newly acquired standing with subsequent actions: Do not buy up rare goods or else the people will react most irritably and your standing suffers.

Certain events can have a positive impact on your standing: If you manage to supply a city suffering from famine with corn, fish or meat, your standing will improve twice as much as usual. Moreover, during boycotts, sieges, epidemics and fires, the people will gratefully accept anything they can get, and the merchant who anchors in times of trouble will be celebrated.

What else you can do...

Meeting the demands of the people is certainly not the only way to raise your standing. The construction of wells, for instance, is gratefully accepted by the people. The same applies to the construction of hospitals, the improvement of roads (an epidemic counter-measure), and the aforementioned donations to the church. Your standing also rises with the number of people you employ in your businesses. Moreover, the number of commissions you regularly issue at the shipyard, the capacity of your ships, your sheer wealth and your willingness to provide needy people with loans also affect your standing. The friendliness of your family (more on this subject later), your membership at the guild, your discoveries during expeditions, the number of coastal patrol vessels you provide, and your accuracy and effectiveness in fights against pirates influence your standing as well.

Additionally, you should try to fulfil a mission for the town of your choice once in a while. The town hall's notice board will inform you about all the missions available. Make sure you complete all the missions you engage in. Once you are known to be unreliable, you can forget about further missions for some time. Your standing also suffers.

By the way: The recognition you acquired is easily lost – disastrous festivals, high interest rates, pulled down businesses, delinquencies (instigation of burglary for instance) or failed bribery – those who are stingy at the wrong time will be punished.

The Charismatic Trader

Well, it's not quite true that you cannot 'cheat' at all when it comes to gaining recognition. You have the possibility of adjusting the difficulty level to make life easier for you. (see chapter 6)

A Good Reputation

No matter what you do or who you deal with – nothing remains unnoticed. The slightest faux pas will be remembered by the competition or at least by the underworld, even harmless feasts among thieves or pirates. The word is quickly spread; the world of the Hanseatic League is small after all.

Reliability

Make sure you are regarded as reliable. Always fulfil your missions conscientiously, because if you don't, further missions will soon be refused. And if you repeatedly find no one to join your public convoys, this could be a consequence of your bad reputation – perhaps because you've abandoned your last convoy or been attacked by pirates. Disasters like that get around quickly. Illegal actions or piracy also impair your reliability – provided that you have been caught, of course.

Your Public Reputation

Apart from your reliability, which you cannot really check anywhere, you also enjoy a public reputation by which you are permanently judged throughout the Hanseatic League. Your reputation is always named in one breath along with your name and represents the overall nature of your previous actions. If you are rather reserved and careful, you might be evaluated as inexperienced, nice, capable, experienced, successful, clever, sophisticated, or simply as unbelievable. If, however, you are a boisterous old warhorse who hardly ever hesitates, you could be considered as inexperienced, impetuous, brave, daring, courageous, aggressive, ruthless or even dangerous.

Your reputation has little to do with your standing. Nevertheless, councillors are sometimes blinded by your reputation when voting – if you are present at the meeting. The more extreme your reputation, the more respect people will have for you.

Your Reputation in the Underworld

Your reputation among the common people or the upper classes can be as good as it may be; once you are involved with pirates or thieves, you get an entirely different reputation in the underworld. It does not matter whether these contacts become known to the public – thieves have their very own ways of spreading the news. A 'good' reputation (through recurring dubious contacts) in the underworld can be quite helpful: The probability of meeting one of the underworld's representatives rises, and under some circumstances, your ships will be totally spared during pirate attacks.

Those who care for a good reputation in the underworld should refrain from pirate hunts and provide no coastal patrols whatsoever: The underworld tends to get very upset when a pirate ship is sunk!

Steps of a Career

The degree of recognition in your hometown is the decisive factor for the rank you occupy in the Hanseatic League's hierarchy. If you neglect the affairs of your hometown, you will forever remain a small shopkeeper, no matter how highly people think of you elsewhere. In such cases, you might want to take a move into consideration (see chapter 10, The Town Hall). A move is not exactly cheap, but it can help you attain the status you deserve.

Small Shopkeeper

This is the lowest level. You are a young, inexperienced, and largely unknown trader.

Trader

A former small shopkeeper who has acquired some wealth and is somewhat recognized in his hometown.

Merchant

A merchant is a noble character – an exceptionally wealthy trader who could long have become councillor or even patrician, if only he had joined the guild. Yet for some reason he refuses to do so. Others may have wanted to become a member but couldn't join due to a criminal past. Nevertheless, the merchant has certain privileges: He can accept missions in any city, provide

coastal patrol vessels, and he can contribute his share to the development of a city's infrastructure, i.e. he can build wells, paved roads (oder gibt's wirklich Straßengräben?) and hospitals.

Long Distance Merchant

The long distance merchant has no reservations about the guild – to the contrary: He is an honored member and uses the guild to exchange experiences and to make agreements with fellow traders. A long distance trader has a considerable fortune, which is evident from the fact that he pays the guild's membership fee without batting an eyelid. He can expect to be highly esteemed in society and enjoys further privileges that will come in handy in the future; for instance, the right to improve the city's infrastructure and the right to form convoys. He may also provide coastal patrol vessels and accept missions in every town, and can be elected member of his hometown's council. Perhaps the most enjoyable privilege is the right to examine his competitors' documents – he may inform himself about the riches of all the members of the guild.

Councillor

As councillor one has influence on the town council's decisions. To become councillor, one must be well-known and respected among the common people (social recognition) and among the rich (status).

Patrician

You've made it! Patricians are among the most influential citizens of your hometown and enjoy high social recognition. Another noteworthy point is that patricians are usually incredibly rich. As patrician, you can afford not to talk about money anymore.

Mayor

Once you have a attained a very high standing, you can try to be elected mayor of your hometown. As mayor, you depend on the goodwill of the upper class as well as the common people. Therefore, your social recognition again plays an important role. The mayor must devote himself to public interest, not to the interests of a minority. He has great influence on the town council, can make proposals of any kind, and can decide to extend the city walls or build watchtowers at any time (asking others to pay for it).

The mayor must spend the taxes the city receives wisely. The income is for the benefit of the city, so that watchtowers can be built and soldiers can be paid. Your main objective will be to strengthen the economy of your city while offering the maximum possible security.

Being mayor makes you a prominent member of the Hanseatic League. You are known far beyond the boundaries of your hometown. This might strengthen your ego, but there are certain disadvantages, for your doings will be critically evaluated by all the influential members of the League. To gain recognition, you must attack pirates more fiercely at times and perhaps selflessly protect and support other towns.

Alderman

Alderman is the highest position attainable, as the Alderman is the president of the Hanseatic League. You may only become a nominee if you are the mayor of your hometown. But there are additional conditions: You must enjoy the highest possible social recognition in at least five Hanseatic towns / Hanseatic offices.

Historically, the mayor of Lubeck automatically attained the position of Alderman. In 'Patrician II', however, you get the chance to be elected Alderman no matter what town you rule over – provided that you deserve it.

Losing an Office

As a trader, you should fear bankruptcy but never social descent. Once you become a patrician, you will never again lose that status. However, this does not apply to offices (mayor or Alderman). You can expect to be voted out of office at any time. But have no fear, for politicians fall softly. A former mayor will become a simple patrician who can live a life of luxury and self-centeredness once again. Of course, you can run for office again if you want to, provided that your situation allows it.

An Alderman who is voted out of office still bears the title of mayor. Should the people no longer want you as mayor, this initially has no impact on your status as Alderman. Only if you lose your second office, too, will you have to get used to a life without substantial political power.

Founding a Family

In the beginning, you are young, unmarried and full of energy. You have other things in mind than your private life, because after all, you want to have success. And your quest leaves little time for serious relationships.

As soon as you become more successful, you will increasingly receive strange and slightly obtrusive personal letters from marriage brokers and worried fathers that want to find a husband for their daughters.

Letters of Proposal

A marriage broker will offer you a bride/groom, with detailed information about her/his standing and the dowry she/he brings in. But don't think you can improve your own position with a good match, for you won't receive any proposals until you reach a certain standing and wealth – and the higher your status, the higher the dowry will be. Your underworld recognition should not be underestimated. If your situation is respectable, you will be flooded with proposals, and you can only put an end to this annoying situation if you get married…

The first enquiry

You will receive a personal letter from a marriage broker, in which he introduces himself and names his fee for a successful arrangement. Carefully consider his proposals. Beside the qualities of your future wife or husband, he/she also has an influence on your reputation and therefore your chances of succeeding – possibly a negative influence if you're out of luck. If you accept the offer, you will receive a second letter within a few days' time.

The second enquiry

The second letter gets a lot more concrete. It is more like a marriage ad, which contains a picture of the bride/groom, the name, and some other information.

Once you have received the message, you can agree to the proposal. You don't have to decide right away – such decisions are to be made with care. You have five days' time to reply. If you don't reply, this will be regarded as a refusal due to a lack of interest.

If you agree, the date of your wedding will be displayed and again, you get some time. After all, there are preparations to be made for a lavish celebration.

The Wedding

Your wedding day should be well prepared. A wedding is a highly important social event and your guests (their number will vary according to the size of the city, your standing, and the food you supply) are ready for a feast. So make sure you store enough corn, fish, meat, wine, beer and honey in advance. The success of the celebration (and the recognition you gain) will depend on whether your guests have all eaten their fill.

The next day you will be informed of the number of guests and the success of the celebration. Since you are a whole-hearted trader, you will also want to find out the names of any ships your partner brought along. Such good news will hopefully make you recover from your hangover a little more quickly.

Politics and Diplomacy

You will have to deal with a number of political events during your career, which will influence business as well as your recognition. There are three different fields of politics to keep an eye on: your hometown's measures, the Hanseatic League's politics, and the actions of cities that are not part of the Hanseatic League.

You have the most influence on decisions made by your hometown, as you have a vote in all decisions of the council. If you are at least councillor or mayor, you can also influence the serious political decisions made at Hanseatic League meetings. However, there are no means to affect political decisions in cities outside the Hanseatic League; all you can do is decide on counter-measures in case they are necessary.

Voting takes place at the town hall (Hanseatic League meetings are held in the Alderman's town hall). All meetings are accessible to you, provided that your rank is high enough. In any event, you will be notified of any results or decisions.

A Mayor's Political Power

Hanseatic towns never make decisions autonomously. It is the mayor's duty to guarantee prosperity by striving for his own success. The attained prosperity must be secured by investing in city defence. When the game starts, your hometown is being led by a mayor, and three highly respected candidates will already be nominated for the next elections.

Elections

All the citizens of your hometown are allowed to vote. You will receive the official results of an election as a message (which you can view using the news menu). You cannot watch the election itself, for it is secret. The term of office is one year, then new elections are held. Four candidates can compete, namely the citizens with the highest recognition in the entire town. Recognition among all the social strata is decisive for winning the elections – if all candidates play by the rules. Even if your stats are

the worst, you need not give up. There are certain ways to get around a handicap like that… We will get to that later in this chapter.

The Highest Committee – Hanseatic League Meetings

Regular and extraordinary meetings

Usually, the Hanseatic League meets once a year, namely when the election of the president, the Alderman, is on the agenda. These regular meetings will take place in the town hall of the current Alderman. The date of the following year's meeting will be fixed during these meetings.

On some occasions, the Hanseatic League will call for an extraordinary meeting – especially when the trading interests of the league are at stake. Such meetings could end with a boycott against disorderly cities. If extraordinary meetings overlap regular ones, the election of the Alderman could be postponed.

The Participants

Different numbers of councillors and mayors from the different cities will participate in these meetings.

You can take part as soon as you are at least councillor. If other human players take part in the game, the number of computer participants is reduced appropriately.

If you want to participate, go to the conference room of the town hall in the morning.

The Process of Voting

In the selection window, the topic of the voting and the various options will be displayed. Choose one of the alternatives and then select 'cast vote'. Note that your vote counts differently according to your rank: As a councillor, you have a single vote, a mayor's vote counts as two votes, and the Alderman's vote counts as three.

The Election of the Alderman

There are four candidates: The current Alderman and three others, sorted according to their standing. Of course the most respected candidate is usually favored. The participants cast their votes. Then comes the moment of suspense: The winning candidate who received the most votes is announced.

Trading Boycotts

If an application for a trading boycott is on the agenda of an extraordinary meeting, the participants will have to vote on it.

If a majority is in favor of the boycott, two traders will have to provide one of their ships to help carry out the boycott. The Alderman is always one of them.

If you are the second one, you will receive a letter from the Alderman instructing you to send one of your two most efficiently armed ships to a specific destination port within seven days. Be punctual – or lose recognition in every town.

Once both ships reach the harbor, they will be positioned in the center of the basin and you will no longer be able to control your ship.

The boycott will not be ended until the rebellious city gives in. But the two ships will be patrolling for at least five days, as this is the minimum duration of a boycott. While it lasts, no traders are allowed to trade with the city – not even between the office and the city. Goods can only be transferred between your ships and your trading office. All computer traders will stick to the boycott – and so should you. Any traders who violate the boycott will be taken to court. And such law suits can be expensive.

The Methods of Cities that don't belong to the Hanseatic League

The eight cities that are not part of the Hanseatic League can get quite annoying when they see their interests at stake:

Export Duty
A city can demand export duty for goods that are produced in the city. The price of these goods consequently rises by 15%. Not even the highest profit margins would withstand that. Export duty is applicable to the following goods: meat, honey, furs, iron goods, wool, and pottery.

Such a measure will last for at least 21 days and can last for as long as 67 days. But cities that revert to such methods will soon be faced with a trading boycott initiated by an extraordinary meeting of the Hanseatic League.

Traders on Trial

You might end up in court earlier than you think – if you commit a crime and are careless enough to get caught (e.g. if you talk too loudly at the pub). But even if you don't feel responsible in any way, you could still be taken to court. The trial always takes place in your hometown – perhaps that's an advantage, perhaps not.

The Trial

The Charge

No matter where you are, the prosecutor will find you. An official letter will inform you why legal proceedings have been instituted against you.

The Verdict

After one or two weeks, a verdict will be reached – you don't have to be present in court. If you have not taken any actions previously, you probably won't avoid some form of punishment. A conviction always means an entry in the public chronicle – a kind of pillory…

Guilt and Redemption

You could be charged if you have been involved in any of the following:

Contact with Criminals

Those who fraternize with criminals like arms dealers, burglars or pirates are risking a charge if they are spotted by honest citizens. The price you pay for losing your innocence: a small fine and a loss of recognition in the cities involved.

Ignoring a Boycott

Ignoring boycotts of the Hanseatic League can be expensive. If you are convicted, expect a medium fine and a loss of recognition in every town.

Piracy

If you secretly act as a pirate, don't expect to get away with it. A high fine will have to be paid and the word of your wrongdoing will spread throughout the Hanseatic League.

Hired Burglar is caught

If a burglar you hired is caught, he will probably squeal. Being the initiator, you will have to pay a high fine and bear a loss of recognition in the city where the crime was committed and in your hometown.

Hired Pirate is caught

The same applies to pirates you hired. You will lose your reputation as an honorable man and lots of money.

False Accusations

Life isn't fair! You can be accused of a crime even though you've always been respectable and have never had contact with any dubious criminals. Especially as a rich, decent trader, you are often confronted with ridiculous accusations.

In case you are convicted, expect a moderate sentence: Only between 0.2 and 0.8% of your money will be taken away – it seems that the judges aren't totally convinced. The same applies to the population, for your recognition remains the same.

Bribery

If you do not mind a little distress and a few unpleasant surprises, you can calmly await political and judicial decisions. Dynamic people, however, prefer to tempt their fate. If you meet the right people at the right time and have some gold coins to spare, you can avoid some difficult situations: Go to the public bath of the town in question and bribe some influential people! Elections and decisions might be going your way.

As you know from the previous chapter, only two people can be bribed effectively per town. Addressing others is a waste of time and money.

Influencing a Voting

If you have bribed someone successfully, he will vote in your favor. During the voting, he will wait five seconds for you to cast your vote and then vote for the same. If you wait too long, he will vote freely (and unpredictably).

When the mayor is being elected, every successful bribery will give you 20% of the rich people's votes, which can be enough to make the elections turn out your way.

Influencing Trials

The verdict is determined by four votes: the prosecutor and the two judges have one vote each; the actual evidence determines the fourth vote. After all, a judge is only human and thus receptive to financial support. However, a verdict of not guilty is only certain if you bribe both judges.

Once the trial or voting is over, the bribe is no longer effective and the respective people will behave as if you'd never met them.

Battles and Conflicts

Pirates are out for your ships' precious loads, jealous competitors begrudge your success, rebellious cities oppose the Hanseatic League, power-hungry royals besiege cities – the world is full of contempt. Even if you are always noble and simply want to trade in peace, you can never be safe from such actions and will have to defend yourself.

Sea Battles

Sea battles are a very common form of confrontation. They will occur whenever enemy ships (at least one of them must have raised the Jolly Roger) attack your ships – either on the high seas or in a port. You don't have to wait until you are attacked. If you are patrolling or acting as a pirate, don't hesitate to open fire.

The Preparations

Upgrading

You should upgrade your ships at the shipyard of your choice, preferably your hometown's shipyard (see chapter 8). This will not only increase the number of weapon slots but also the stability of your ships. Every ship can be upgraded twice. There is a drawback though, for upgrading reduces storage space.

Purchasing Weapons

The necessary weapons can be obtained from the weapon smith. Use the deck menu of your ship to inform yourself about the number of ballista, cannons or catapults you require. Then order them at the weapon smith's.

However, you will only get weapons for your ships from the weapon smith. Swords to equip your crew, which are desirable when boarding enemy ships, can only be obtained from the arms dealer at the tavern (see chapter 8). Note that buying weapons from an arms dealer is not always considered illegal. In times of trouble, especially during sieges, the authorities won't mind if you buy some arms (ostensibly to protect the city).

Swords that are stored in your ships can be assigned to your crew members using the 'Crew' option from the ship menu. You cannot use more weapons than you have crew members aboard the ship.

Identifying the Enemy

The Sight Radius

Your ships can only sight ships that are within a certain radius. Beyond that radius, all ships disappear in the fog. But you don't necessarily see all the ships within reach, sometimes you miss one of them. If you move using the slow patrol mode, your chances of spotting enemy ships are higher.

Note: Pirates always patrol, unless they're after a certain ship. So your chances of fleeing are not too bad.

The Attack Range

The attack range of your ships is much shorter than the sight radius. To engage in a sea battle, the enemy ship must be within range: Select your ship and then right click on the enemy ship! Your ship will sail towards it and then position itself.

The Beginning of a Sea Battle

The battle begins as soon as the two ships are close enough to each other. You will then be asked whether you want to fight manually or automatically.

Automated Battle

If you aren't bothered by the details, you can choose to automate the battle. The screen will be closed and you will be notified of the results after some time. The battle itself remains invisible, the ship disappears from the sea chart and cannot be selected until the end of the battle. A battle symbol on the chart will indicate the encounter. If you click on it, you will receive information on the battle – the names of the enemies, the names of the ships, and information on any convoys involved.

If you don't react quickly when you are prompted, the game will assume an automatic battle if on the high seas and a manual battle when fighting in a port.

Manual Battle

If you want to get your hands dirty, the sea area view will appear. You again have a choice: Either you let your ships attack designated targets automatically or do it all by yourself and control the speed of your ships, their exact movements, and the direction and timing of your shots manually.

When several ships are selected, the strongest will attack first while the others remain in the background.

After the battle, a short message will appear, documenting the outcome. The view will then close and you are back to the sea chart.

It all depends on the Captain!

No matter what mode you choose, the captain's capabilities are decisive during sea battles. An experienced captain will improve the ship's speed by 10% and its manoeuvrability by 30%. And your hits are more effective, too – up to 30% more damage. Especially when the fighting ships are on par, the captain's skill becomes crucial.

Your crew's morale has an impact on the way they fight as well. A highly motivated crew's shots will be 10% more exact.

Ship Controls

During sea battles, the selection window will always display the deck. Here you can watch over the condition of your ship and its weapons and the status of your weapons (reloading/ready).

Automatic Navigation

If you prefer automatic navigation, select one of your ships and then right click on an enemy. Your ship will sail towards the enemy, taking the wind into consideration, and position itself at an appropriate angle. As soon as it gets into reach, it will start firing. This method can be used to control several ships at once. Drag a frame around them and then again use the right mouse button to specify a target.

Manual Navigation

You can do it all manually as well, using either the mouse or a mouse/keyboard combination (see appendix for keyboard shortcuts). Right click anywhere on the water to move the selected ships about. Navigating in this way is slightly more difficult because you have to consider the manoeuvrability and the speed of your ships as well as the direction of the wind (which can change during the battle).

Scroll the view to locate your enemies and then use the appropriate commands:

Increase/decrease Sail Area

Click on the rope in the deck view to change the sail area and in so doing the speed of your ship. You can choose 0, _, _, _ and full speed.

The speed is also influenced by the type of ship, the load, and the captain.

Firing

Click on the button in the selection window or press the space bar to deliver a broadside against the enemy! The enemy has to be within reach. If your ship is caught between two enemy ships, it will fire on both sides.

Weapons and Tactics

Your success depends on whether you use your weapons strategically. Your weapons have different ranges and their effectiveness varies greatly depending on the distance. The striking force of some weapons is greater if you use the maximum range. For example, a large catapult , that is fired from a close range won't inflict as much damage as a mortar (Bombarde), but it is far superior when fired from long range. So if you're primarily using catapults, stay as far away as possible.
Ballista and mortars, however, will inflict more damage from close range. Use the manual controls to get as close as possible and then fire.

As you can see, it is advisable to equip your ships with many different types of weapons to ensure that your firepower is sufficient from any position.

Damage

The deck window will keep you informed about the damage that is inflicted on your ship. Damages up to 20% won't have noticeable consequences. However, any damage beyond this mark will result in clearly perceptible impediments: Speed and manoeuvrability of your ship deteriorate and the storage capacity is reduced. You won't notice the reduced storage capacity until you reload your ship at the harbor – during the battle none of your goods are lost.

Damage to the Ship

If you are out of luck and are severely hit by a broadside, this is not necessarily a reason to surrender. The impact of the shot always depends on the distance to the enemy, the direction of the shot, and the calibre that was used. At close range, the mortar is the most effective weapon, followed by the large ballista and the cannon. If you are firing from a distance, the large catapult is more effective than any other weapon; and cannons won't inflict more damage than a small catapult.

Damage to the Weapons

Extensive sea battles will leave their mark on your weapons, so don't be surprised if some of your weapon slots are suddenly empty . Listen to the background noise during the battle – the loss of a weapon has a very unique sound.

Losing Crew Members

Sailors can take a beating, but even the toughest are sometimes unable to survive a direct hit. You will often need some new crew members after a sea battle. If the number of crew members drops below the minimum during a sea battle, you will only just reach the next port. You won't be able to set sail again until you've hired some new crew members at the tavern. Even the captain is not invincible, but at least he's always the last one to die.

Boarding Enemy Ships

It is often advisable to capture an enemy ship instead of destroying it in order to add it to your own fleet. After all, new ships are expensive. If you select 'Board' from the crew menu, your ship will try to get as close as possible so that your crew members can board the enemy ship.

If a ship's crew is currently boarding an enemy ship, you no longer have control over that ship. You will have to wait until the fight is over and until you receive a message informing you of the outcome. If the ship is part of a group of ships you selected, you won't be able to control the group either.

As soon as your crew boards the enemy ship, both ships will stop moving. By left clicking, you can inform yourself about a ship's condition, its weapons (the more cannonballs you see in the ship list, the better), the size of the crew, and the store of swords. Swords are particularly important, as boarding is a matter of hand-to-hand fighting. So you should be able to estimate the enemy's strength. If you find that you are inferior, it might be advisable to abort the action and fight from a distance. Also pay attention to the morale of your crew: Highly motivated sailors will fight more courageously than a bunch of disillusioned loafers.

Taking over an Enemy Ship

The fight is over as soon as one of the crews has been eliminated. The victorious crew can be divided to occupy both ships if you first select your ship and then right click on the other. A window will appear that allows you to transfer crew members to your new ship. If the size of your crews are below the minimum, you will only be able to move the ships to a nearby port. New sailors will then have to be hired. Any goods aboard the ship you captured will become part of your treasury.

Attacks on Convoys

Of course, convoys can also be involved in sea battles. The battle is always between the attacker and the armed ships of the convoy leader. If you are not the leader of the convoy, sit back and watch from a distance as he fights. If he is defeated, you may punish him with contempt.

However, if you are the leader, you will have to face the enemy with all your armed ships that are part of the convoy.

If the leader of the convoy is defeated, the attacker might try to capture the remaining ships, but only if their load is truly inviting. If the other ships are heavily armed or very fast, he probably won't consider it.

As soon as the convoy's orlogship is destroyed, the convoy is disbanded. The remaining ships continue their voyage to the next port, at which point they will go their own ways.

On the other hand, if the leader of the convoy is successful, the voyage will continue as usual, the only change being that the leader's recognition will have risen considerably. If any ships were captured, the leader furthermore receives much of the plunder.

Pirates and how to treat them

Most probably, you will soon encounter pirates. Especially at the beginning of your career, when you don't have the necessary funds to equip your ships with expensive weapons, privateers will be a burden. Later on, you will no longer be helpless. You might even become a famous pirate hunter, for those who destroy pirate ships or even discover hideouts will be rewarded with considerable sums of money and gain a lot of recognition.

But the life of a criminal does have its merits. If you want, raise the Jolly Roger yourself and hunt heavy-laden ships for valuables. Alternatively, you could hire pirates to weaken the competition – not exactly gentleman-like either, but if it fills your treasury…

Hiring Pirates

Terrorize the shores of a city! Go to any tavern, hire a pirate and leave him one of your ships along with its crew (but without the captain). 50% of the total plunder will be yours. You will receive payments and notifications in your personal mail. (see also chapter 8, The Tavern)

Being a Pirate

If you love thrills as much as your treasury, become a pirate yourself! All you need is an armed ship led by a captain. First of all, you will need to raise the Jolly Roger, which is done using a button in the crew menu, and of course, no one should be watching you. Therefore, it cannot be done near towns or other ships. As soon as the Jolly Roger flutters in all its glory, you are free to fill your treasury by attacking your dear competitors. Naturally, there's always the danger of being unmasked, but the probability is fairly low.

Avoid being boarded though, for if your ship is captured, the captain will have to undergo a hearing and he's unfortunately likely to squeal. You will not only lose your ship, your load, and all your plunder, but also your hard-won reputation. Moreover, you will be taken to court. Your captain will go to jail for at least two months, perhaps even 20.

Pirate Hunts

Instead of getting involved with these good-for-nothings, you should be hunting them all across the sea. Pirate hunters are honored among cities and colleagues, and rewards are regularly offered for destroying pirate ships. There are two ways of earning a reputation as a pirate hunter:

- You incidentally come across a pirate and attack him.
- You are attacked by pirates.

Sieges

A siege occurs whenever a city is attacked from the land, usually if greedy royals have an eye on the city or if arms deals were made in the hinterland.

During a siege, the city is cut off from its hinterland and can only be provided with goods by its own businesses and via the sea. Traders who support a city under siege will be rewarded; their recognition rises.

Although you cannot directly affect the battle, sieges are of great importance to any trader. Your production might stagnate due to a lack of raw materials, but this is a minor problem considering that your businesses could be plundered or totally destroyed. As mayor, you have twice the trouble: On the one hand, you must fear for your businesses. On the other hand, you are responsible for the city itself and must try to secure its prosperity. Will the city walls withstand the attack? Have enough guards been trained to use the different weapons in order to oppose the oppressor? Your political career is at stake!

When a city is under siege, the town gates are closed and the city walls are defended. Any businesses outside the city walls will soon fall prey to the besieger and the production will stand still in any event.

Initial Actions

The Besiegers take up their Position

The besiegers will try to attack the weakest spot of the city's defence, usually the town gate with the fewest watchtowers. They will put up their tents at a safe distance from the gate and will readily show the defenders any weapons they brought along – large catapults or battering rams for instance.

The City's Reaction

Meanwhile, the city won't remain idle either. All the citizens will try to save themselves and move to the city center. The gates rattle as they are lowered; the city is on alert. The defenders position themselves on the city walls and the arsenal stops training the guards. All the traders involved will receive a letter informing them about the besiegers strength as well as the identity and the motives of the ruler who is responsible.

The Attack begins

The besieging army will attack after nine days at the earliest. The battle then continues until the bitter end. Either the city holds its ground and beats the besiegers, or the besiegers break in and plunder everything that wasn't nailed down.

The Attackers' Strategy

At first, the besiegers will try to break the town gates using a battering ram. In the meantime, the catapults will be moved toward their targets, the watchtowers. Once within reach, they will open fire. When the towers have been destroyed, the soldiers on the city walls and then the swordfighters will be targeted. The besiegers won't return to their camp until all foes are killed.

Meanwhile, the archers will attack the soldiers defending the city walls. Then they will await the city's swordfighters. Swordfighters will use a battering ram to further weaken the town gates. Any buildings on the way will be relentlessly torched. Once the gates are in ruins, the swordfighters will be waiting for the city's militia, their final obstacle before the plundering begins.

The Defenders' Strategy

The watchtowers will try to destroy the catapults before attacking long distance fighters (archers?) and then swordfighters. But as soon as the besiegers manage to enter the city, the towers become useless. It is the swordfighters who must then defeat the intruders. Long

distance fighters will target on their opponents in the meantime, before attacking swordfighters or catapults.

The Decision

When the town gates are destroyed by a battering ram, the decisive ground battle begins. The surviving swordfighters will try a sally in order to defeat the enemies that have gathered in front of the remains of the gates.

Keep an eye on the morale of the troops. Motivated soldiers will fight better! Apathetic soldiers, with a motivation of 0 (the reason could be a lack of food), might even open the town gates voluntarily.

If the defenders manage to eliminate all besieging swordfighters or if the intruders become outnumbered, the besiegers will retreat.

If the opposite is the case and the defending swordfighters are defeated, the remaining long distance fighters will move to a different town gate and barricade themselves there. The intruders are free to do whatever they please.

The Besiegers are victorious

Three swordfighters will sweep the city and capture the town hall. The city is plundered. As soon as the besiegers leave along with their swag, all local traders receive an official letter from the city, asking them to pay a special tax intended for reconstruction.

The City is victorious

The city will send a letter to all local traders, informing them about the glorious victory and the inevitable losses. The siege ends and the quality of life rises dramatically.

The Behavior Of The Citizens

The citizens live in a constant state of alert during sieges – the mood is critical. If, for instance, certain goods are not delivered on time, the mayor's recognition suffers more than usual. Conversely, a trader who can supply needed goods in times of trouble is very generously rewarded. The number of beggars, which rises due to unemployment, is an increasingly alarming nuisance. However, if, the population has to make no concessions at all during a siege, the people react euphorically, which has a positive impact on the mayor's popularity. All these feelings intensify every day that the siege continues.

The consequences of defeat are difficult to deal with: The stolen money will, for instance, in the long term make the rich unhappy. The other people will gradually become more unhappy as well, especially when the full extent of the plundering becomes known and the supply of certain goods is no longer secure.

If the city has survived the siege without being plundered, the mayor must not be worried about his reputation for some time. If the opponent was crushed out in the fields, the mayor's recognition will rise to a previously unseen level.

Some advice: If you have just survived your first siege as mayor, don't rest on your laurels. To the contrary: The more prosperous your city becomes, the higher the danger of future sieges. The security of your city will become increasingly important. Prepare yourself!

Attacks on Towns from the Sea

Sieges are not the only dangers a city is faced with, for greedy pirates and royals can choose to assault a town from the sea – and so can you. Consequently, it is necessary to defend the harbor basin as well. Defence towers can save you and your city in dangerous situations. In every harbor basin, three positions are reserved for such towers. But whether the mayor decides to build these towers is an entirely different question.

Attacks from the sea will cut off a city from maritime trade. The city will have to be supported by the hinterland. After a plundering, the city cannot be attacked for 30 days. If somebody nevertheless tries, he will receive a message telling him that there won't be anything to plunder for some time.

During an assault from the sea, a small part of the city map will be displayed, which shows the positions of the three watchtowers.

The Participants

During such attacks, the attacker's ships will be fighting against the defence towers and coastal patrol vessels. Other ships cannot participate. If the city is neither protected by defence towers nor by a coastal patrol, the situation is critical.

Defence Towers

The defence towers' mortars have a range of 120m and are therefore superior to attacking ships, whose range is 95m. And since they are very destructive, they are a serious threat for any attacker. However, no more than three of these towers can be built. Only a coastal patrol can be used to further strengthen the city defence.

Coastal Patrol Vessels

Every town can hire coastal patrol vessels, which are provided by a local trader. A single ship is hardly effective. Several ships should therefore be provided. (see chapter 10, The Town Hall)

The Course of the Attack

If you want to attack a town from the sea chart, the Jolly Roger must be raised. If you decide to attack, your ships can either be controlled manually or automatically – you will be asked to choose. The same question will be asked if a pirate attacks while you're in command of the coastal patrol.

Those who own only a trading office in the town that is attacked will hardly notice the attack. However, you will notice as soon as you find out that none of your ships in the port is allowed to sail.

If an attacker has destroyed all the defence towers and defeated the coastal patrol, a short message about the plunder will be displayed. If you're among the lucky owners of a trading office in town, you will be asked to pay some taxes to rebuild the town. If, however, you controlled the coastal patrol and decided to flee (seeing that you had been overpowered), expect further punishment: Your recognition suffers and so does your alleged reliability. You'll also receive a letter, so you'll have a written account of the authorities' opinion of you.

Multiplayer Mode

Up to eight players can play 'Patrician II' simultaneously. There are two ways of playing a multiplayer game: network mode and hot seat mode.

Setting up a Network Game

Network mode requires a TCP/IP network to be installed. All players must have the TCP/IP protocol installed and must be connected to the network.

In every game, there is a server that configures the game and one or more clients that connect to the server.

To configure a multiplayer game, select 'Multiplayer' from the main menu. Next, select the game type - 'Network' in this case. Several buttons will be activated to the right. Choose 'Set up game' to spawn the server.

Note (regarding serial links):
Under Windows 98, a TCP/IP connection can also be established via a serial link. Note that the bandwidth is comparatively small. You might therefore experience lags during the game.

Game Settings

You then get to the game settings screen, which is identical to the one in single player mode. Here, the server determines the game type and specifies his data…

The Lobby

Once the game settings are confirmed, you get to the lobby. This is where all the players meet before the game begins.

The screen is divided into four areas:

Game Description
All the players will be able to see what options the server has selected.

Personal Settings
Here you can specify your name, your gender, and your hometown. As soon as you confirm your data, it is registered and transferred to the other players.

The Player List

The player list lists all the players that are going to take part in the game. The server is at the very top of the list. The list consists of eight lines, each of which has a button to the left with which the server determines whether or not the line is available for a player to join. Whenever a player joins, his data will be displayed in a previously empty line.

When all the clients are ready, the server can launch the game by clicking 'Start'.

Note:
The number of players that are allowed to join is limited by the number of empty lines available. The server must adjust the number of available lines accordingly.

Chat Section

Here, players can talk to each other before the game begins. The chat section consists of a message window and an input line. Click on the input line to enter a message and press Enter to send it off. It will then be displayed in the message window, visible to everyone.

Joining a Network Game

To join a network game, select 'Multiplayer' in the main menu and then choose 'Join Game'. The game will now search for any Patrician II servers.

Note:
The server will not be listed until it reaches the lobby and is waiting for clients to connect. You can repeat your search at any time by clicking 'Search'.

When you are not playing in a LAN, servers will not be displayed although a game has been created. The client will have to explicitly specify the IP address of the server, which has the following format: 'XXX.XXX.XXX.XXX'. The address is shown on the server's computer – above his trader's name.

The Lobby

The lobby is identical to that of the server. The player must confirm his data and then choose 'Ready'. The server cannot start the game until all clients are ready.

Hot Seat Mode

In hot seat mode, all players play on a single computer. A hot seat game cannot be combined with a network game.

The game is set up in the same way, except that everything is done on the same computer.

In contrast to network games, which are real-time, hot seat games are turn-based, i.e. players act one after the other and not simultaneously. They end their turns by pressing the Forward button.

Note:
Some things are managed differently in hot seat mode. For instance, elections and auctions take place turn by turn.

Load Game

Instead of creating a new game, the server can load a savegame. The savegame doesn't have to be a multiplayer game and it doesn't need to be saved on all the computers.

Each player simply selects one of the traders from the savegame, which can be a trader who was previously controlled by the computer.

The trader is chosen before you get to the lobby. The trader's name cannot be changed afterwards. Therefore, the player data need not be confirmed as usual.

Note:
As soon as the server has chosen his trader, he can adjust the number of players as usual. The number of players does not have to be equal to the number of players in the savegame. Consequently, the number of players can be changed by loading a savegame.

Special Features of the Network Game

Saving the Game

Every player can save the game so that it can be resumed at a later time. The player who wants to be the server the next time will have to save the game.

Removing and Adding Players

This is done by loading a game in multiplayer mode. The current game must be saved and then quit. Next, load the game as stated above. The number of players can be adjusted in the lobby. (see 'Load Game')

Chatting during the Game

To chat during the game, press Enter. You can then type a message which is sent to the other players when you press Enter again. The message will appear in the upper left corner of the main display.

Have Fun!

Credits

Ascaron Software

Concept

Daniel Dumont
Bernd Ludewig

based upon

"The Patrician", released 1991

Programming

Lead
Bernd Ludewig

Isometric Engine
Martin Mayer

Interface
Matthias Schiller

Sea Battles
Michael Guthe

Graphics

Lead
Christoph Werner

3D Graphics
Jörg Laurien
Patrick Lubbers
Patrick Schumacher

Layout and Illustration
Monika Krawinkel

Animation and 3D Graphics
Marco Zeugner

City Design and Illustration
Anca Finta

Music and Sound Effects

Music and Composition
Yanco

Effects and Mixing
Dag Winderlich
Henrik Hobein

Tutorial Voice
Andreas Fiebig

Intro Voice Recordings
M&S Music

Tests

Lead
Jörg Beilschmidt

Testers
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Marcel André Schalomon
Mario Endlich
Markus Reiser
Oliver Nemet
Roman Grow
Sascha Bobrowski

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Engine
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2D Tools
Ulf Winkelmann

Installation
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and
Fabian Winkler
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Nils Widmer
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The Light Works

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Product Manager
Ralph Frefat

Manual

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Historical Texts
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Layout and Correction
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Interactive Manual
Carsten Woithe

Translation
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Package Design
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President
Don McFatridge

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V.P. Business Development
Steve Wall

V.P. Product Development
Richard Therrien

V.P. Systems
Dave Hill

Director of Product Development
Jamie McNeely

Executive Producer
Paul Thibault

Product Manager
Adam Phillips

Marketing Manager
Steven Milburn

PR Manager
Christina Ginger

PR Associates
Kelly Elkins, Michèle Fortier

Packaging and Design
Kenneth Green, Philippe Brindamour

Web Design
Serge Mongeau

Appendix

Mouse Controls

ships

left click on…	*Action*
your own ship	select your ship
your own ship or anywhere into the sea, dragging the mouse over several ships	select several ships
your own ships while pressing Ctrl	select several ships
somebody else's ship	display information
the water	deselect

right click on…	*Action*
a pop-up window	close the window
a city on the sea chart	1. the ship heads for the city and docks there 2. the trading window is opened (if your ship is at anchor)
a position in the sea	the ship moves there and waits
an enemy ship	the ship is attacked
a convoy	the ship is added to the convoy (only in city view)
action	

cities

left click on…	*Action*
interactive building	enter the building
business or residential building	display information
citizen	inquire opinion
port crane	open trade between your office and the city
city button on the sea chart	1. enter the city (if you have an office or a ship there) 2. otherwise display information

right click on…	*Action*
a pop-up window	close window

Keyboard Controls

city, sea chart

ESC	End action
arrow keys	scroll view
F5	switch mini map
F6	ship list
F7	news menu
F8	leave city
F12	forward
spacebar	open trading window
1, 2, 3	quantities for trade menu (1, 5, max)
Tab	switch to ship and center on it
Del	delete selected message
Pause	activate/deactivate slow motion

sea battles

SPACEBAR, NUM-0	FIRE
Page up	sails up
Page down	sails down

CLOSE WINDOW, OPTIONS MENU

board

Goods

beer

iron goods

(grey) furs

fish

meat

corn

spices

hemp

timber

honey

pottery

(brown) skins

pitch

pig iron

salt

train oil

cloth

wine

wool

tiles

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